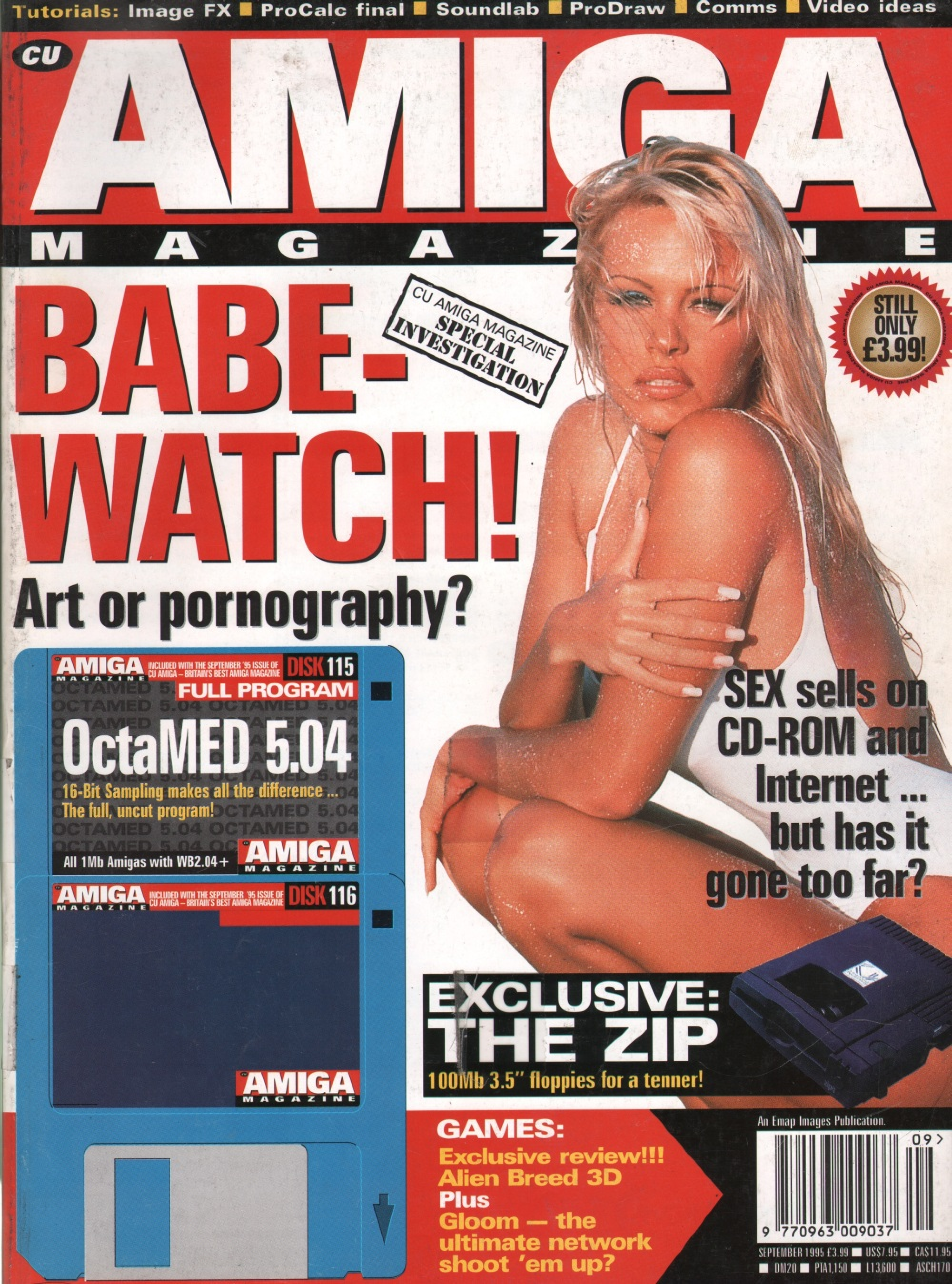

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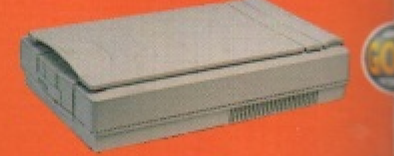
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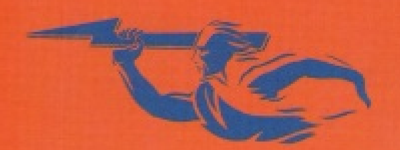
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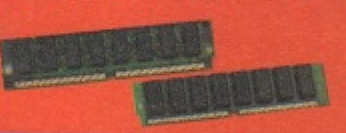
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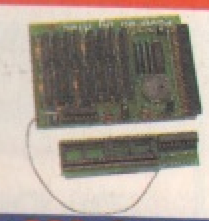
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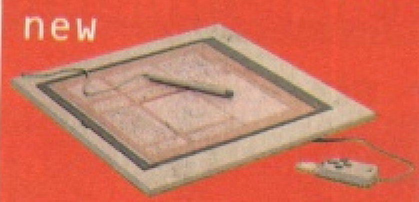


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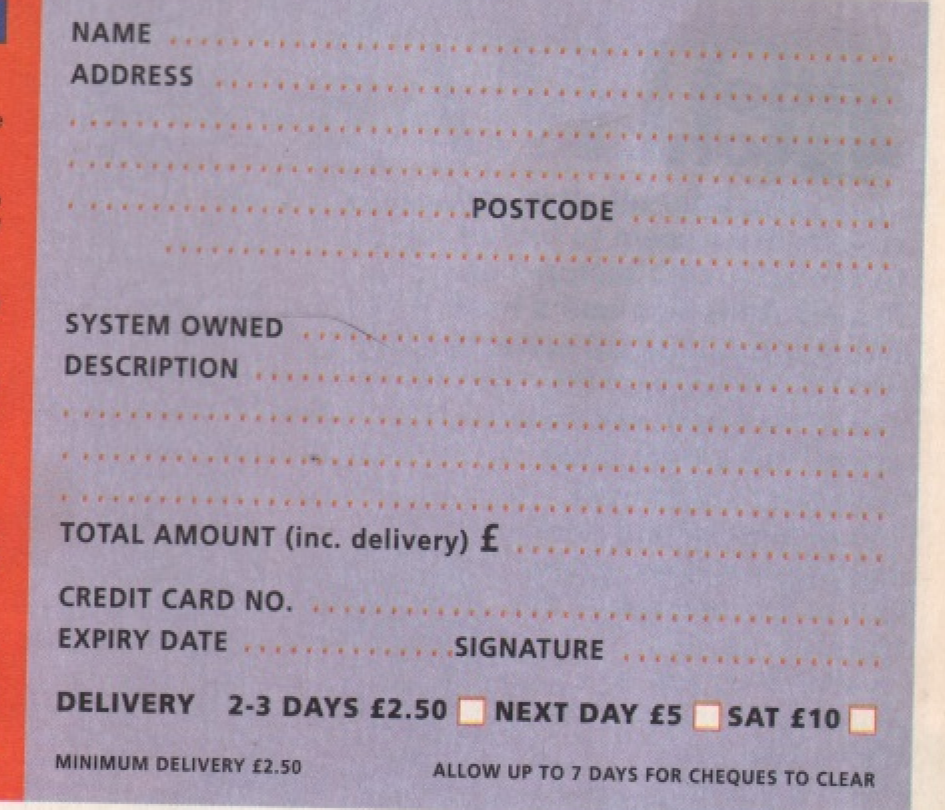
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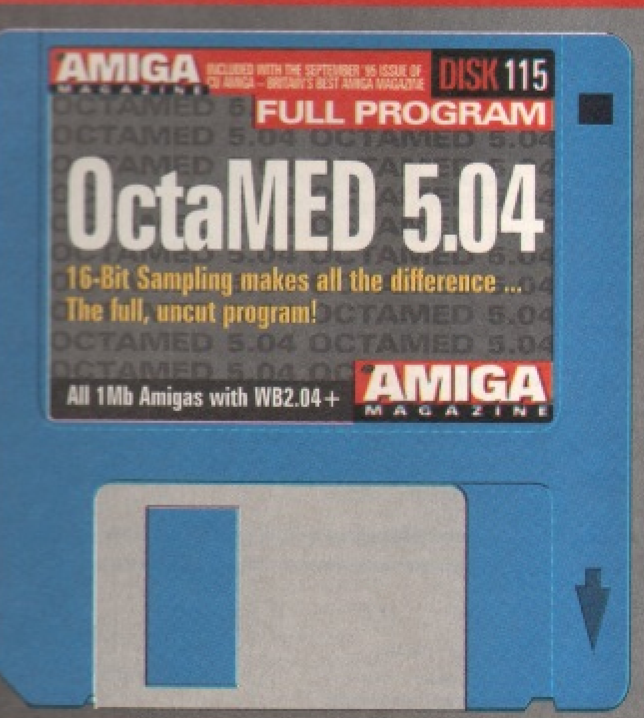
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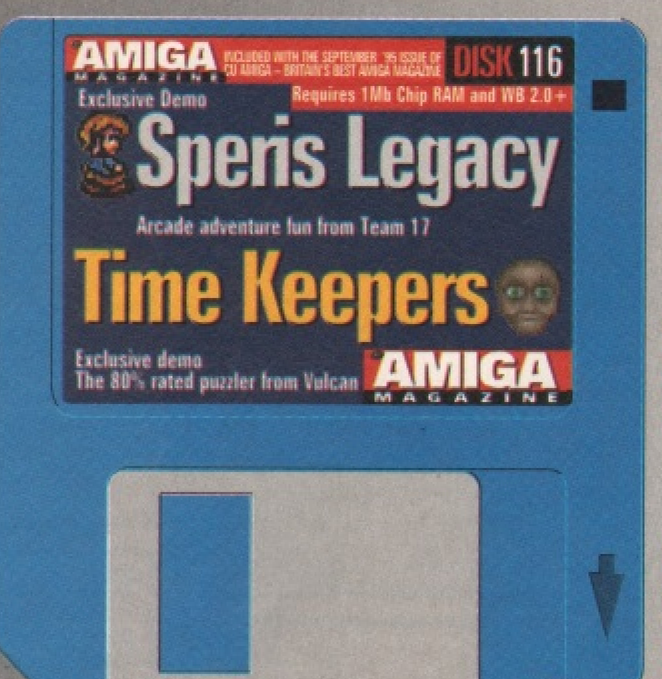
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Editorial

This has been a good month for games with a *Doom* theme. First of all *Gloom* arrived on the scene with its superb two player link-up, then *Alien Breed 3D* showed up and swept us away with its incredible playability and superb one-on-one combat mode. And they said *Doom* could never be recreated on the Amiga? Speaking of which we have a little news piece on a demo which landed on AmiNET around mid-July and knocked our socks off. Not only is the 3D rendering in the demo better than anything else we've seen, even *Doom* itself, but it includes a 'real' 3D mode. Switch into this, don a pair of 3D viewing glasses (green and red lenses) and it's wicked!



Thank you for a superb response to our Amiga technologies questionnaire. Unfortunately we haven't been able, as promised, to get answers to the questions many of you raised in letters, because they are holding a UK press conference in the UK on August 16th, followed by a DevCon on August 17th. It should be good, and we should get some answers there.
Alan Dykes, Editor.

More ...

Workshop

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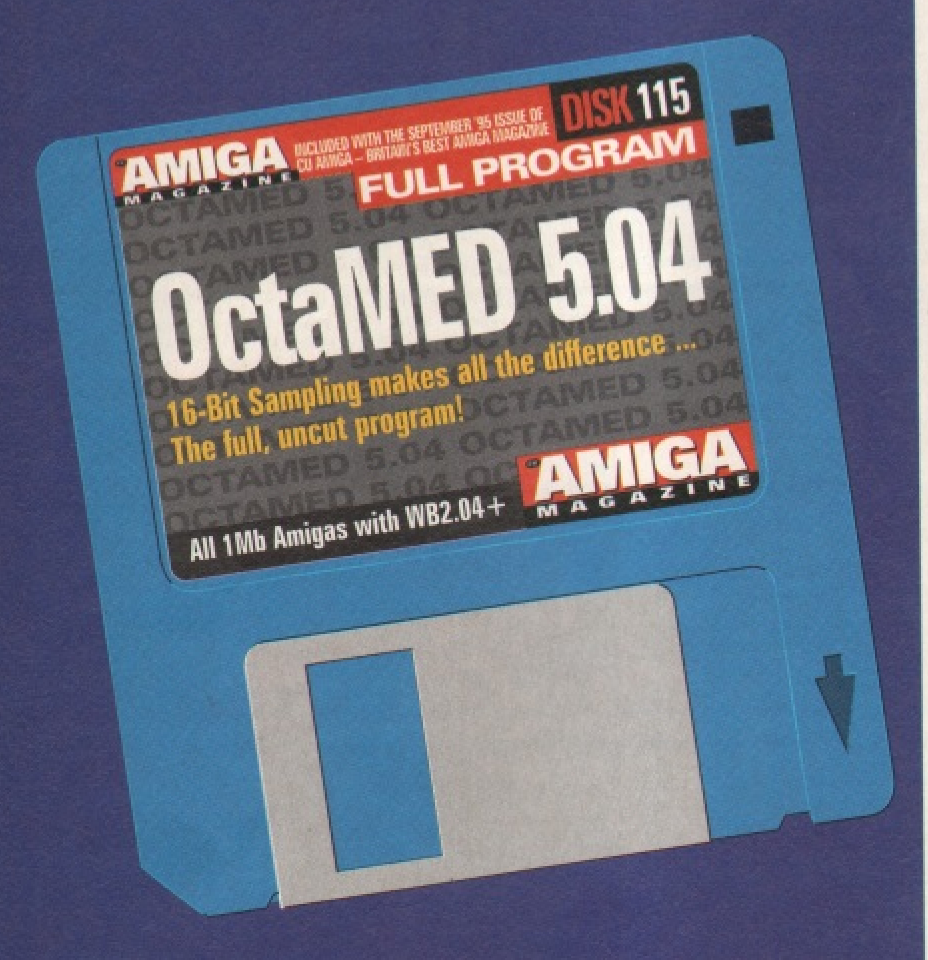
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DISK 115 OctaMED Pro 5.04



A cross-section of other features

5 TO 8 CHANNEL MODE: This feature puts the Octa in *OctaMED* – allows eight samples to be played simultaneously, doubling the hardware limit. Open the Song Options window (Song menu) and click on one of the channel mode buttons, answering Halve in the requester. Now open Block Properties (Block menu) and increase the number of tracks to the number of channels you have chosen. Now use the extra tracks!

TRACK SELECTION: Mute a track (stop its notes being heard) by clicking on its blue button just above the Tracker editor. Click it again to re-enable.

TEMPO CHANGING: The sliders at the top right change the song's speed. It's best to use the longer of the two.

PROGRAMMABLE KEYS (Settings menu): Save time while editing by assigning notes or groups of notes to the key combinations Shift-1 to Shift-0.

AUTOMATIC SLIDES (Edit menu): Create effective pitch and volume slides the easy way.

CUT/COPY/PASTE (Block, Track, Edit menus): Wordprocessor-like juggling with whole blocks, tracks or a section of block (drag the mouse over a block to mark a section or 'range').

INSTRUMENT PARAMETERS (Inst Params button): Allows meticulous control over instruments.

MULTI-MODULES (first three items of Song menu): Allows several songs to share the same set of instruments.

For further information on any of these and in fact any aspect of the program, simply press the Help key.

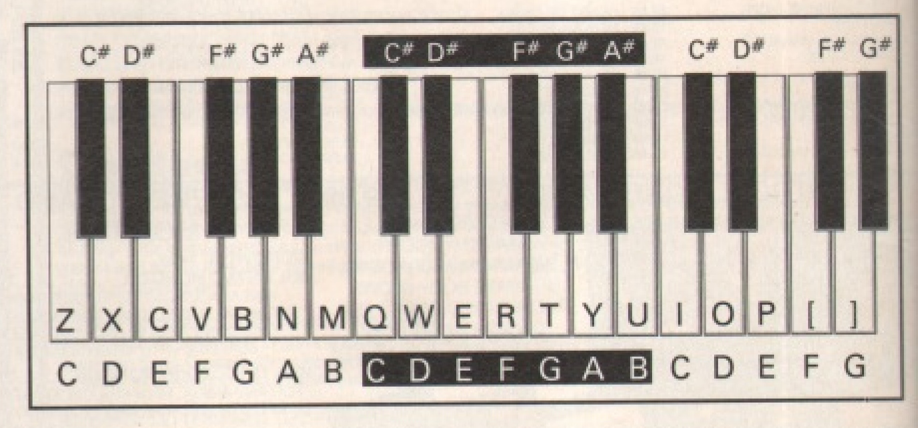
Crank it up with OctaMED 5.04 the best musical giveaway yet.

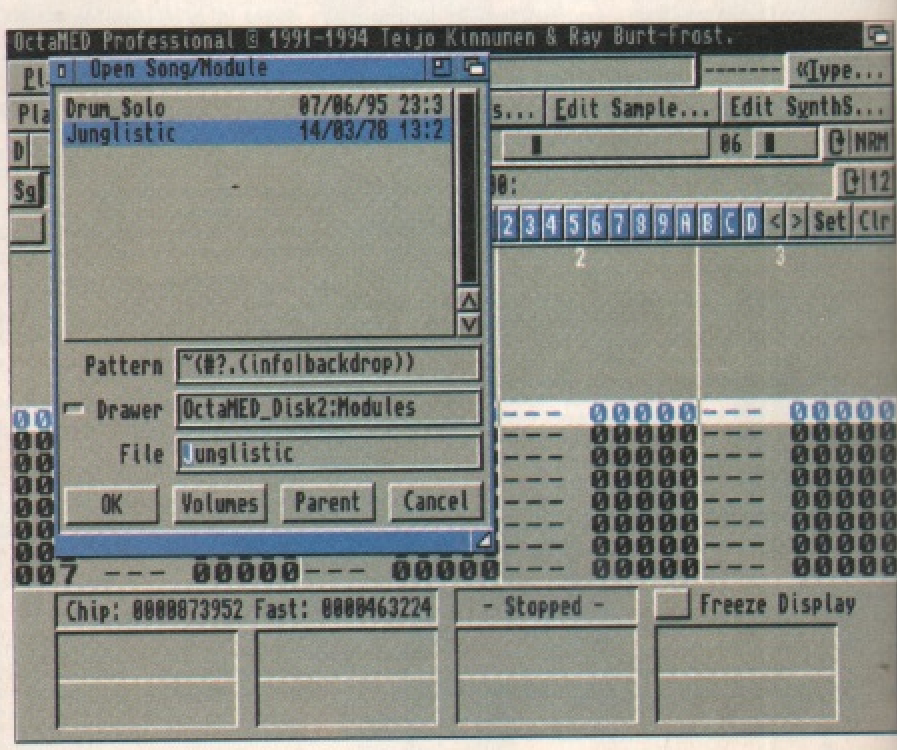
Welcome to the best musical cover disk giveaway yet! MED in its various incarnations has risen over six years from being just another Soundtracker clone to a supremely comprehensive sound system. It sports many powerful composition and sampling tools unseen in any other package. And who better to guide you through it than Ed Wiles, author of the *OctaMED 5* Companion.

Loading the demo song

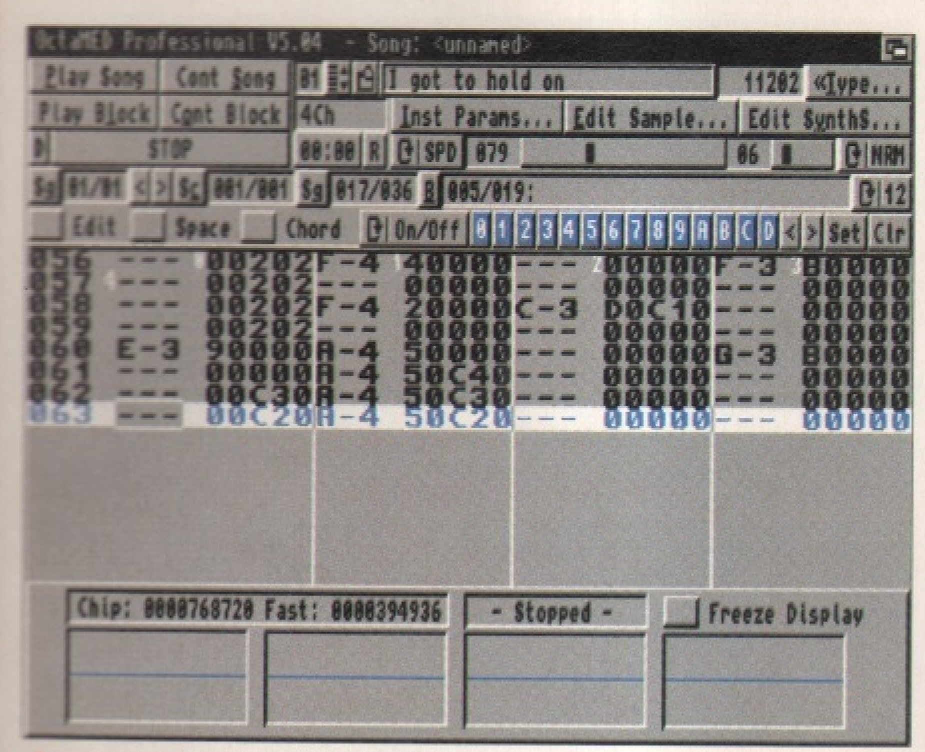
Let's hear what *OctaMED* can do. Firstly, select Open from the Project menu. Put *OctaMED* disk 2 into any drive, then click on Volumes in the file requester then on OctaMED_Disk2. Now click on the Modules drawer, and double-click on the Jungalistic file.

When it's loaded, click Play Song (top-left corner) and sit back and relax for a bit. Doesn't it look pretty with all those equalizer bars





▲ Sample CU's entrancing jungle track



▲ An action-packed music block comes to an end.

and that? You'll find the long STOP button up near Play Song when you've had enough. Try using Cont Song to restart the song.

Very nice. But what does it all mean? Well, there are three components to any *OctaMED* song: the instruments, the blocks and the playing sequence. Let's look at each in turn.

Instruments

The number and name of the currently selected instrument (01, I got to hold on) runs along the top line of the screen, together with its size in bytes (11202). See it? OK, now try changing instruments by holding down Shift and pressing the right and left arrow keys. OctaMED has room for 63 instruments (memory permitting), but in this song there are no instruments past number 0D.

To allow you to play the instruments, *OctaMED* arranges the keyboard into nearly three piano-style octaves (see diagram). So key Z plays note C, X note D and so on. Go on, try out all the instruments: select an instrument as described above, then use the keyboard to play it. You'll get the idea quickly.

The blocks

What about the actual music? Well, it is in fact the cryptic rows of letters and numbers in the middle of the screen, a far cry from traditional music notation (although this is supported) but easier to enter and more flexible. This area is known as the Tracker editor, a reference to Soundtracker which pioneered the system.

Each row or 'line' contains four columns or 'tracks', corresponding to the Amiga's four sound channels, and each track contains one 'note'. A typical note might be C-2 10C32. This means 'play note C using octave 2 (keys Q to U) on instrument 01'. The 0C32 bit is a 'player command' (this one means 'play the note at half volume') which we'll ignore for now.

Lines are numbered at the very left. Hold the down arrow to move through the music, and notice that the last line is probably number 063: this is a 64-line 'block' (64 because the first line is 000 rather than 001). *OctaMED* plays each line of a block in turn as they pass through the white bar.

So a block is a small section of music, and a song consists of many of these blocks. Hold the left Alt key and press the up arrow to move to the first block, block 000. Its number, together with its name (not actually given in this block) and the number of the song's last block (019), is shown four lines from the top of the screen on the right. Try using the down and up arrows while holding Shift to change blocks.

Samples - What are they?

All the instruments we've encountered so far have been 'samples'. Samples are created by feeding a signal from, say, a CD player into the Amiga through a 'sampler' cartridge. Absolutely any sound can be a sample, from a soothing violin to an insane Riddleresque cackle.

OctaMED provides a comprehensive sample creator/editor, opened using the Edit Sample button (top right). The black squiggle in this window is a graphical representation of the sample. Sections of sample can be cut, copied and pasted, just like using a word-processor. Mark a section or 'range' by holding the left mouse button and dragging along the sample, before selecting any range-affecting function. Also try magnifying or reducing the waveform using Zoom In or Out.

In practice, the vast majority of samples have been created for you – any Public Domain library would be happy to provide you with thousands. *OctaMED's* extremely useful way of keeping track of your possibly mammoth instrument collection is hidden in the Sample List Editor (Display menu): a list of all your samples and their location. Click Add Dir to add a directory full of samples to the list, then save it using Save List.

There are two major alternatives to samples. One is synthetic sounds - yes, let nostalgia permeate the air as C64-style analogue squelches emanate from your speakers. For an introduction, click Edit SynthS (top right), and in the window select Project menu -> New Synthsound before clicking on the large left-hand spotted box. Choose anything from the Presets menu - how about Ramp Up? - then play the instrument (if it's too low, use function keys F2 - F5 to raise it).

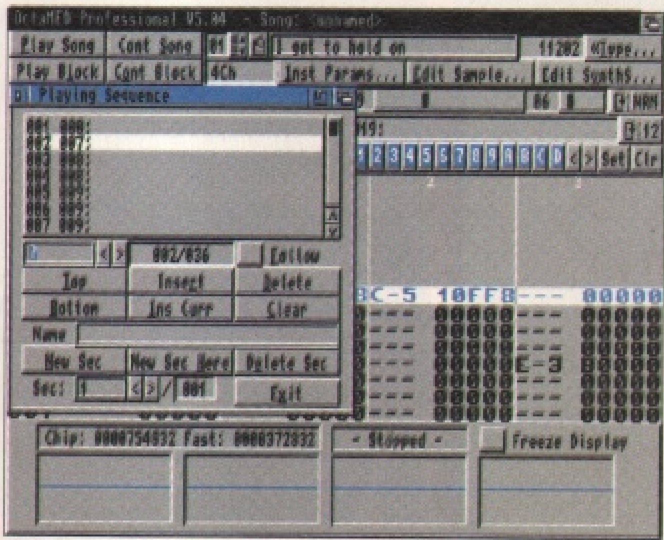
The other alternative is MIDI: you can use *OctaMED* with any instrument sporting MIDI IN and OUT sockets (many keyboards do), and you'll also need a MIDI interface. Connect it all up, then click Inst Params (top middle) and adjust the MIDI Channel, Preset and Volume sliders for each instrument you want to use. Switch MIDI Active and Input Active on (MIDI menu) and you're ready to roll.

The playing sequence

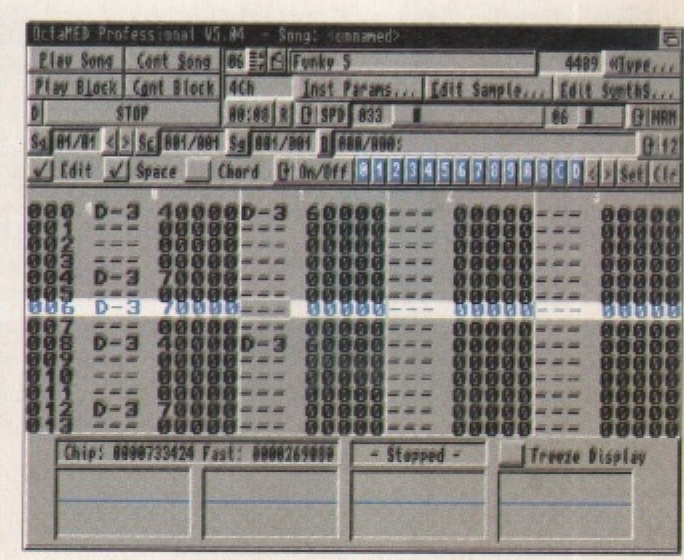
So does *OctaMED* play each block in the song in turn, starting from the first block and ending at the last? Nope! You have far more control than that. Blocks can be played in any order, and the same block can crop up over and over again. This is where the block system gets really useful, because repeated sections like choruses need only be entered once.

The order in which the blocks should be played is called the playing sequence. Now, find the word Chord just above the Tracker editor on the left. Got it? Right, click on the Sq button directly above it, and the Playing Sequence window should appear. Drag the scroll bar on the right up to the top if necessary.

Each line in this window is numbered and contains a block number and name. So the second block *OctaMED* will play in this song is... block 007, right? Not too difficult. If you drag the window down a little bit, you'll be able to reach the Play Song button to watch the playing sequence in action.

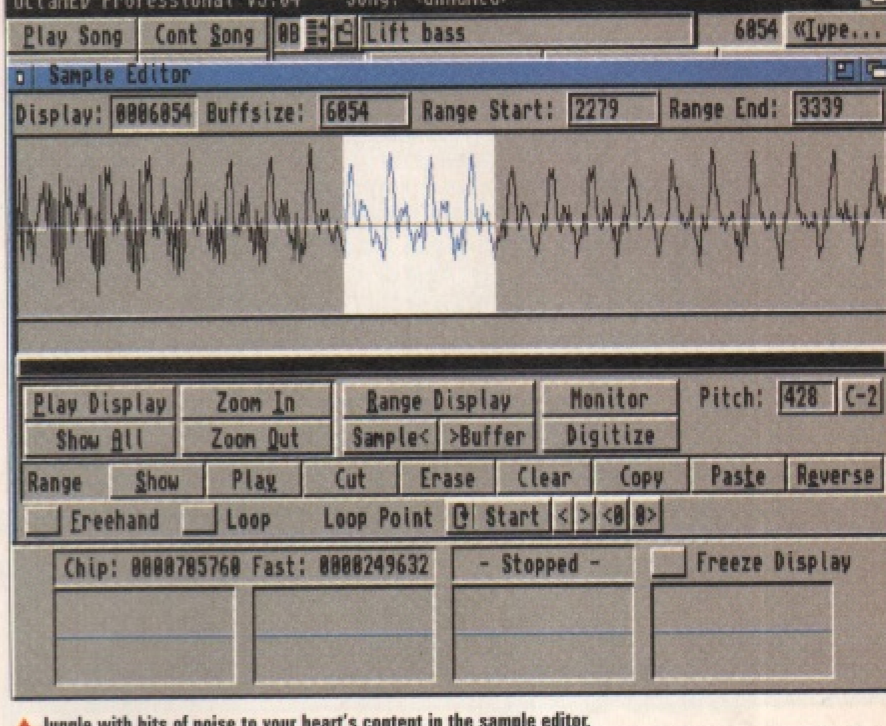


▲ Arrange the song just how you like it in the Playing Sequence window



▲ The first few lines of our first tuneful offering

▲ OctaMED even supports Hi-Soft's groundbreaking new 16-bit card.



▲ Juggle with bits of noise to your heart's content in the sample editor.

The song

Right, now that we roughly understand what an *OctaMED* song consists of, let's try making one of our own. It'll only be one block's worth of drum beat, but even Mozart started simply so without any further ado let's get started ...

1 Firstly, we'll clear the existing song, but we'll keep its instruments in memory to save loading in more. Close the Playing Sequence window, then select Project menu -> New, and in the window click Clear Current.

2 Find the Edit and Space boxes (above and to the left of the Tracker editor). Click on both of them. When Edit is on, playing instruments with the keyboard enters the notes played into the Tracker editor. Space skips every second line, a real time-saver as we'll discover.

3 Select instrument number 04, a bass drum (hold Shift and press left or right arrow).

4 Now to enter our first note! Press the O key once (letter O not number 0), then down arrow once. Did you hear a bass drum sound? There should now be note D-3 40000 on line 000, and line 004 should be highlighted. (Notice the effect of Space: lines 001 and 003 were automatically skipped).

5 Everything OK? Good! Select instrument 07 (using Shift-right as usual), then enter it TWICE using the O key again. So you should now be on line 008.

6 Assuming you're on line 008 without any problems, perform steps three to five a further seven times. You should end up back at line 000. (Don't forget to press down arrow in step 4!)

7 Let's put an extra 'kick' on every eighth line. Press right arrow while holding Alt, and the grey cursor should move across to the second track, track 1 (OctaMED does have this habit of starting at zero). Make sure you're on line 000. Now select instrument 06, then using the O and down arrow keys, enter note D-3 60000 on every eighth line (000, 008, 016...).

8 To audition our aural artwork, press Play Block (top left). Well, it probably won't win a Grammy, but do feel free to enter it.

If you're feeling ambitious, you could have a shot at a melody on track two. Switch Edit off (see step two), select a suitably melodic instrument (probably 0B) and try picking out a favourite tune on the keyboard. When you're happy, switch Edit back on, move to track 2 (Alt-right) and fire away. Here's the start of a seasonal ditty for you: (starting on line 012, press these keys) U 9 P P down P down down 9 U 9 U 6 U

And if you really feel like a good experiment, add new blocks using Block menu -> New -> Append followed by Shift-down. How about trying your hand at a playing sequence too? When you've finished, select Project menu -> Save and type the required filename into the long text box before clicking Save.

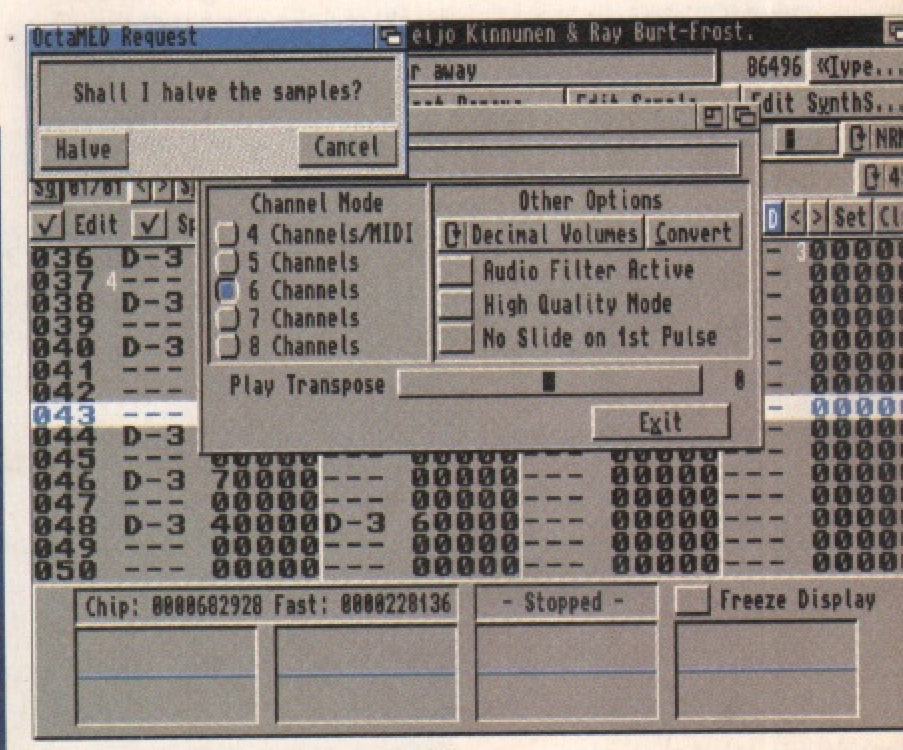
As you'll soon discover, *OctaMED* really is incredibly versatile - have a look at the box-outs and you'll be knocking out hits in no time. Enjoy it! ■

Feel that pink aura

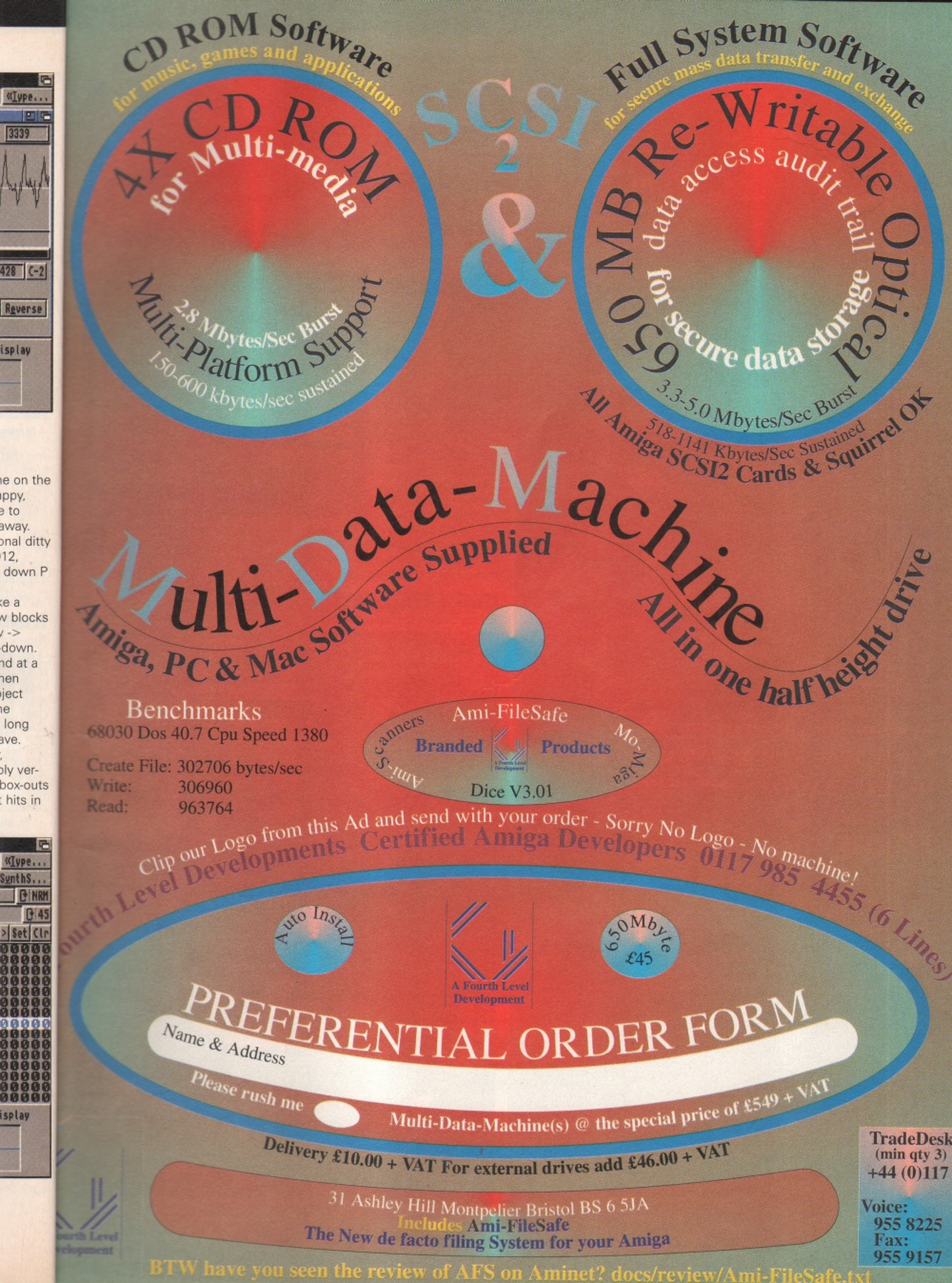
Get hold of Hi-Soft's Aura card for the A600/A1200 and OctaMED can play 16-bit samples as well as 8-bit, a sixteenfold increase in quality. To set it up, load any sample and convert it to 16-bit by clicking Aura16 in the Instrument Type window (click on Type, far top right). Then select Settings menu -> Aura Sampler, and click Active. Presto!

You'll want to set the minimum period limit, the highest pitch *OctaMED* can play at using the card. The ideal value depends on the speed of your computer, so find it by repeatedly playing a 16-bit sample at a high pitch and sliding Minimum Pitch down. If OctaMED freezes while playing, the value is too low. When you've found the optimum setting, select Settings menu -> Save Settings.

Digitizing (sampling) procedure is as for 8-bit samples, although remember to set 16-bit in Instrument Type. Open the Sample Editor (Edit Sample button), and type the required sample size into the Buffsize box (top row). Now click Monitor to test the incoming signal, and Digitize to begin sampling. Interrupt sampling using the right mouse button.



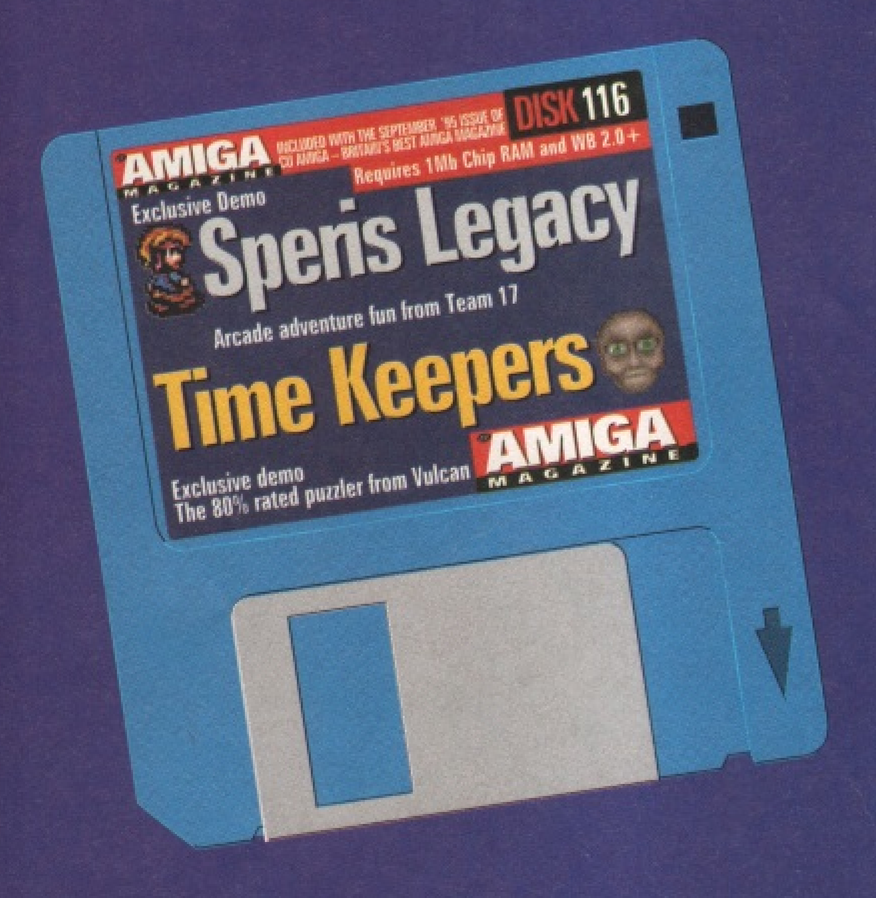
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COVER D

The Speris Legacy



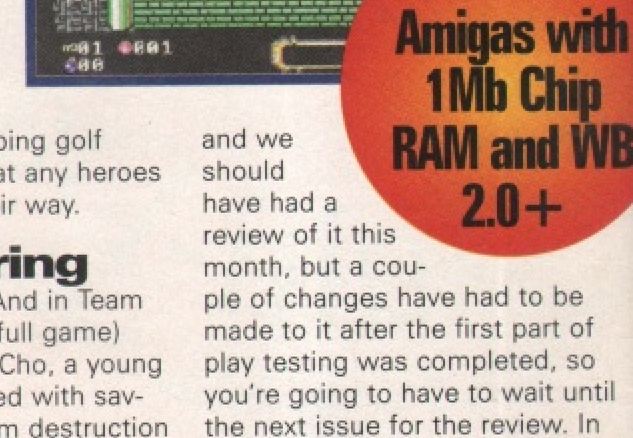
If Zelda-like adventure takes your fancy then The Speris Legacy could be just what you are after.

Plus

Rated 80% last month, Time Keepers is a refreshingly playable and good fun puzzle game from the makers of the Valhalla series.

Demo

There was a time, in a land far, far away. A land of heroes. A land of kings and maidens. A land full of ordinary folk wandering aimlessly over and back on the same patch of ground muttering clues. A land where strange doors open and aliens appear, shooting great galloping golf balls of destruction at any heroes that might get in their way.



For all Amigas with 1Mb Chip RAM and WB 2.0+

Evil offspring

This is Speris land. And in Team 17's demo (and the full game) you play the part of Cho, a young knight who is charged with saving the Kingdom from destruction at the hands of the King's evil son.

The game itself is due for release in September, and we should have had a review of it this month, but a couple of changes have had to be made to it after the first part of play testing was completed, so you're going to have to wait until the next issue for the review. In the meantime have a go at this brilliant demo. *The Speris Legacy* is joystick controlled. In this demo you have



to prepare yourself for the game by collecting an essential item and finding out just exactly what your mission is.

You start off on the top right hand side of the map and from there, using the joystick as a directional controller, you will need to visit every single available part of Speris Town and talk to everyone to solve the mystery.

A bit of a chat

Talking to people is a simple matter of walking up to them. When you are beside them a mouth icon will appear over Cho's head. Pressing fire now creates a multiple choice speech box on the bottom of the screen. Click on the phrase you want to use and the other person or creature will answer you. Answers sometimes create a new speech option for Cho.

Similarly, when you walk up to an object that's strange an eye will appear over Cho's head and pressing fire will bring up a description, in Cho's words, of what it is.

Remember it all

You will have to find and pick up various items, which is done by pressing the fire button while standing in front of them. The fire button is also used to select items in the inventory. In this demo you will only pick up one of these before it ends. This item is pretty essential for any adventurer but you'll find out what it is as the demo progresses.

Remember, the most important thing to do is gather information from absolutely everyone in the demo. Only then will you solve the mystery. Note: you must remember what everyone says because they will not repeat it if you return. Good luck.

ISK 116

Timekeepers Demo

Timekeepers is a rather excellent game from the Vulcan stable. Vulcan Software are perhaps best known for their *Valhalla* series which featured a cute, talking prince character who was trying to work his way around a kingdom. *TimeKeepers*, whilst retaining the same graphical style as *Valhalla* is a new departure. The puzzles are of a completely different nature to the older games. You've got to lead a band of carefully chosen policemen through a complex series of puzzles.

This demo introduces you to three parts of the first level. After un-DMSing the disk to a brand shiny new floppy you simply re-start your Amiga with it in drive and the demo will autoboot.





It's all very simple to get to grips with. There is a control panel at the bottom of the screen which contains commands. These must be placed in front of the soldiers to get them to go in a specific direction, operate something, jump or fight. Use the mouse to select the icon you want and click to place it on a tile, where it will remain until replaced or blanked.

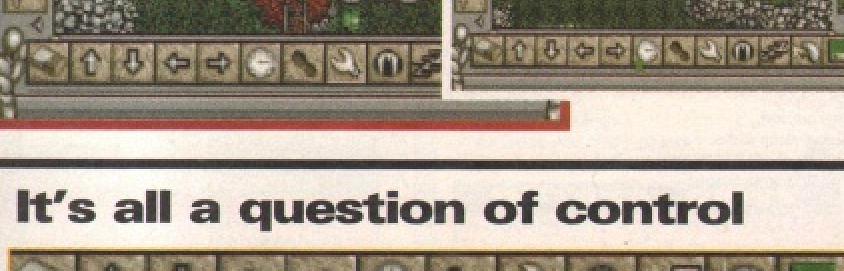
You start off each level at the bottom with all your little men dashing frantically to and fro. Scrolling up through to the end of the the screen you'll be able to spot exactly where the flashing yellow circle is that you need to get to. However, before you can send your men on a homeward bound journey, you've go to do some homework first.

Each level and world has its own seemingly unsurmountable obstacles to contend with. It's not easy, you've got 14 men and all you can see in their path are ponds of molten lava, broken bridges, angry looking blobs, closed off passageways and plenty of strange looking levers and boulders.

The best way to find out the easiest route to the transporter is to to send one man on ahead to open up passageways and fix bridges, thus making the way clear for all the other chappies.

Normally, this involves pressing a lever or two. But be careful: press the wrong lever and things could go astray. But we don't want to give the game away altogether now do we? Why not try out the demo for yourself and see. ■

It's all a question of control



From left to right: Undo a command, go forward, go back, go left, go right, wait a few moments, jump, operate an object, attack, pause or freeze the game, go back to earlier levels, load/save option.



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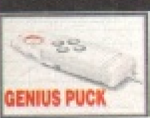
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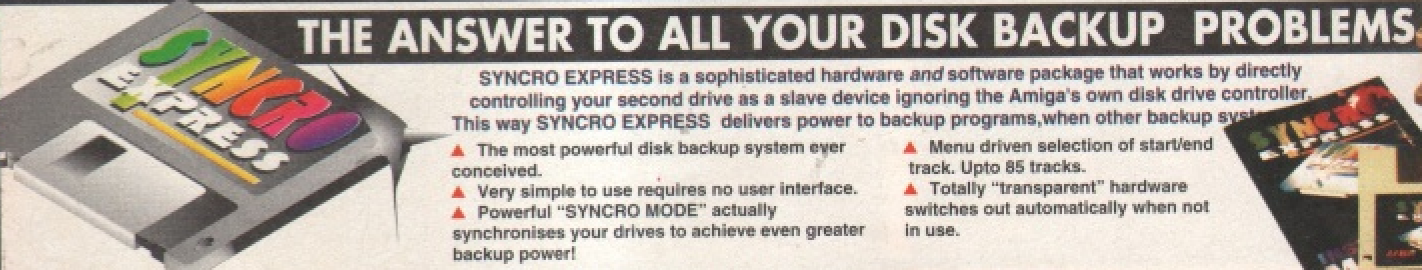
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How to load ...



Before you start ...

Make a back-up copy of your cover disks before you do anything. This will save you endless trouble if you erase or damage your disks.

If you aren't sure about how to make a back-up just follow our guide to the right. Make sure to rename your back-up disks to match the originals.

For example, the copy of *OctaMED 5.04* will be automatically renamed 'Copy of Disk 115' by the Amiga. Use the Rename option from the Workbench menu, deleting the 'Copy of' prefix. This is absolutely essential, because the program may not work otherwise.

Making a back-up is easy:

1. Take a spare blank disk.
2. Boot with your Workbench disk and load the Shell program. This can be found in the System drawer double click on it.
3. Now type in the following line and press Return:
```
diskcopy from df0: to df0:
```
4. You'll now be prompted to insert the source disk (115, 116 etc). After a few minutes you'll be asked to insert your blank disk. On some Amigas you may have to swop disks more than once during copying.
5. Once finished type in the following, and then press Return:
```
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You now have a back-up.

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1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

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TYPE OF AMIGA OWNED: ....

DISK NUMBER: ....

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK:

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....

WRITE PROTECT YOUR DISKS

Before you do anything, write protect your cover disks. Cover disk 111 must be write protected before you begin the decompression process, otherwise you may overwrite the original data. Disk 112 does not need to be write protected, but it's a good idea to do so anyway as a precautionary measure.

OctaMED 5.04

OctaMED 5.04 has been compressed to fit onto one disk. It normally resides on two disks though so you will need two blank disks to decompress it and get it running.

Start off by inserting your COPY of cover disk 115 into the internal drive of your Amiga. Reboot the machine and after a shor while a loading screen will appear. This will feature two mini *OctaMED* disks in the bottom right hand corner.

Double click with the right mouse button on Disk 1 (or press F1 to decompress the first disk. Swop the cover disk for a blank one when the on-screen prompt tells you. When your disk has been decompressed onto the blank you will see a prompt which asks you to insert cover disk 115 again. Do this, then label your newly created disk 'OctaMED 5.04 disk 1'.

Now, with your second blank disk to hand, click on the disk icon entitled 'Disk 2'. This will start decompressing *OctaMED 5.04* disk 2. Once again insert the blank disk when prompted to and when your Amiga finally tells you replace disk 115 do so and then label your new disk 'OctaMED 5.04 disk 2'.

Store your cover disk copy in a safe place and you now have a fully functioning two disk version of *OctaMED 5.04*. See instructions for use on page 10.

The Speris Legacy

The Speris Legacy is also packed tightly to fit onto disk 116. To uncompress it insert your COPY of disk 116 into the internal drive of your Amiga. Reset the machine and after a short while a loader screen will appear which asks you to type 'Speris' to uncompress this demo. With a single blank disk ready to hand, type Speris and press return. Then follow the on-screen instructions which tell yo when to insert the blank disk. After it has unpacked you will be asked to insert disk 116 again. This will return you to the original loading screen. Label your new disk 'Speris Legacy demo'. To run it put this disk in your drive and reset your Amiga.

Time Keepers

Time Keepers is the second demo on this disk and is also tightly packed. To uncompress it put the COPY of disk 116 in your internal drive and reboot. After a short while a screen will appear asking you to type 'Time' to uncompress the file. With a single blank disk to hand, type Time and press return. Then follow the on-screen instructions which tell you when to insert the blank disk. After this a prompt will appear that states 'All Done ... actually no ...', which is Mat's little joke. You actually have to put disk 116 back into the disk drive to unpack a second lot of tracks. Follow the prompt which tells you to do this and wait for it to ask you to insert the blank disk again (which should already has one half of the demo on it at this stage). This time when it says 'All Done!' it means it. Replace disk 116 in the drive when prompted to and label your new disk *Time Keepers* demo. To run it, simply reboot your Amiga with your new disk in the internal drive.

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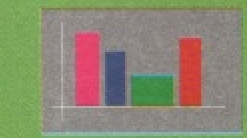
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Look at our Powerful Tools!



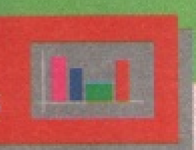


HiSoft has been supporting the Amiga and its enthusiastic community for almost 10 years. Here are all our latest products, hardware and software, together with full pricing and ordering details. Please call or write to us if you would like any further information - like you, we're nuts about the Amiga!

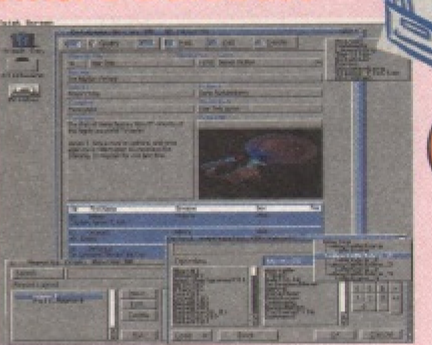


Awesome Applications





Twist 2 Database



Twist 2 is the highly-acclaimed relational database for all Amigas (2Mb memory recommended). With built-in Forms Designer, a beautiful user interface, versatile sorting, reporting and searching features and speed that defies belief, Twist 2 is the only Amiga database that you will not outgrow.

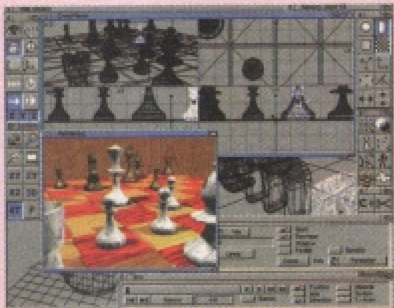
- *Fields, records only limited by disk space*
- *Full picture support*
- *Datatype support*
- *1:n, n:1 and n:m relations are easy*
- *Very flexible reporting to screen, clipboard, printer*

Cinema4D





An exciting new package, due for release in September at the amazingly-low price of only £199.95, Cinema4D is set to revolutionise the 3D-rendering and animation market. With everything available from the one editor, running happily in 4Mb and sporting a user interface that is a joy to use, Cinema4D will stun you!



Cinema4D - it's this easy!

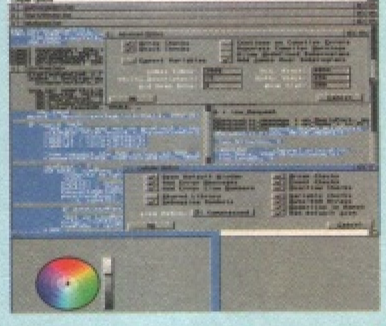
Learn a new Language



HiSoft BASIC 2

HiSoft BASIC 2 is the BASIC development system for both the serious developer and the casual programmer. Easy-to-use, based on Microsoft QuickBASIC for the PC, Workbench 2 and 3 enhanced, with a host of Amiga libraries, this is a fast, interactive compiler that feels like an interpreter. Complete with extensive manual and tutorial.

Below: HiSoft BASIC 2 in action



HiSoft Devpac 3

Devpac 3 is the standard assembler development system on the Amiga. Gold-rated by virtually all the magazines, the package includes a 68000-68040 assembler, a fast linker, an integrated debugger and all with more features than most people will ever need. Complete with informative manual. Version 3.14 contains the Workbench 3 includes.

HighSpeed Pascal

HighSpeed Pascal is the only commercial Pascal compiler available for the Amiga and is a joy to use. Featuring Turbo Pascal 5™ compatibility, a multi-window editing environment, incredibly-fast compilation speed (to memory or to disk), an integrated make utility for project management, Turbo Pascal units and much, much more, this is the package for anyone interested in structured programming on the Amiga.

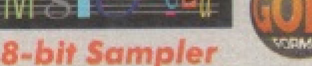
Sizzling Sound Samplers




ProMidi Interface

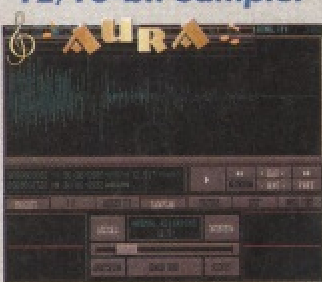
As music experts (all of these products are our own design, built and programmed in the UK), you can trust HiSoft to deliver the right package for you; a professional Midi interface, a great-value, 8-bit direct-to-disk sampler or a superb quality 12/16-bit stereo, direct-to-disk PCMCIA unit, both with superb real-time effects.



8-bit Sampler

12/16-bit Sampler



the powerful, feature-packed Aura software

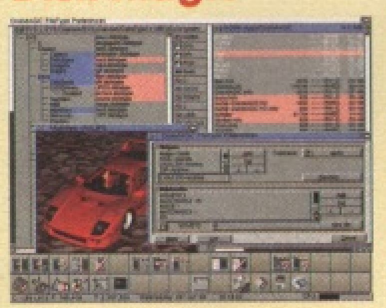


Utilities Unlimited





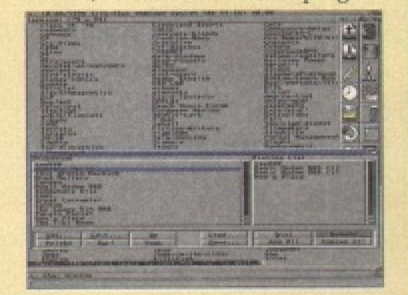
Disk Magic



Newly released Disk Magic (screenshot on the left), is a powerful file and disk management utility that simplifies every task you perform on your Amiga so you'll wonder how you managed without it. Configure Disk Magic exactly as you want it and use the brilliant DiskDOCK, which allows button-launching for programs, ARexx scripts, etc. etc.

Termite

Surf on the electronic highway with Termite, the ultimate comms program.



Maxon MAGIC

Great fun; a host of amusing and useful screen savers, together with a system audio manager for assigning samples to events.

Upper Disk Tools

The very best and easiest-to-use file recovery program for all Amigas.

Order Hotline



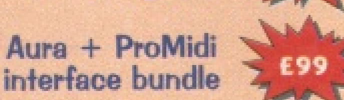
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Special Summer Deals

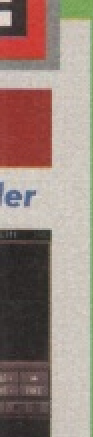





Deal	Price
Upper Disk Tools special purchase	£7.50
Disk Magic introductory offer	£35
Aura + ProMidi interface bundle	£99
HighSpeed Pascal + Devpac programming bundle	£129
Twist 2, Maxon Magic, More Maxon Magic 3-package bundle	£99

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Price inc 1 cartridge, extra 100Mb cartridges £15.95 or less!



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This newest, most portable exchangeable hard disk drive weighs in at just 1lb, has fast transfer and access times (up to 1Mb/s transfer, 28ms seek), easily fits in your hand, your bag or your briefcase, stores up to 100Mb on floppy-sized disks, is perfect for all types of application and is priced at a level that will make you want to unzip your wallet immediately!

These drives and associated cartridges (25Mb & 100Mb) will be available in late August '95 directly from HiSoft with especially-written driver and support software included. Trust HiSoft to bring you the latest innovations at the best possible prices!

Amiga Zip Tools

exclusively from HiSoft

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- *Easy access drivers*
- *Password protect*
- *Write protection*
- *Temporary unprotect*
- *Cartridge initialisation*
- *Cartridge eject*

Order your Zip drive now to be first in the long queue!

Super-Value CD-ROM Pack



value if purchased separately £285

HiSoft has done it again with a brilliant multimedia pack of Squirrel SCSI interface, Aiwa ACD-300 CD-ROM and the Almathera 10-on-10 pack of CDs!

Just look at what you get:

- *The amazing, trend-setting Squirrel SCSI interface which allows up to 7 peripherals (hard drive, CD-ROM, Zip, scanner etc.) to be daisy-chained together.*
- *CD32 and CDTV emulation software so that you can all those games and other titles such as Video Creator.*
- *The great-looking Aiwa ACD-300 CD-ROM drive; a fast, double-speed CD-ROM with full SCSI specification plus complete audio controls on the front so that you can play music CDs directly. Plus an informative LCD panel.*



Aiwa CD-ROM available separately @ £175

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If you want a hard drive (either SCSI or IDE) then HiSoft has the one to suit your needs; whether you are looking for a small, internal drive for your A1200/A600 or an external 1Gb beast-of-a-drive for any SCSI-aware Amiga, we can supply.

Based on only the highest quality mechanisms from top suppliers, with full manufacturer's warranty, our hard drives are fully tested for all Amiga computers and come with our own additional warranty and technical support.

IDE drives are perfect for auto-booting your A600/A1200 and come with connection lead, fixing bolts & complete fitting instructions. Fitting is very straightforward but may invalidate your Amiga's warranty - check with us.

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Drive	Price	Drive	Price
365Mb internal	£179	730Mb internal	£239
365Mb external	£249	730Mb external	£309
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2.5" IDE Drives

Drive	Price	Drive	Price
40Mb int.	£59.95	64Mb int.	£79.95

We offer internal or external SCSI hard drives, from 365Mb up to 2Gb. Internal devices are suitable for mounting in the A1500, A2000, A3000 and A4000 and come with necessary leads & screws whilst the external drives are supplied in our professional Squirrel 3.5" case (available separately) which includes integral power supply, all SCSI connections and connection leads of your choice (at extra cost).

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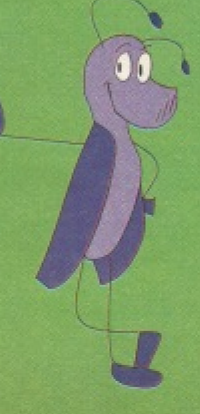
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There's More!

Here is a list of HiSoft titles for the Amiga computers (prices shown are the individual RRPs): Squirrel SCSI interface - £69.95, Squirrel Storage Systems - please call, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. **Coming very soon: DiskMagic (disk tools) and Cinema4D.**

News

68060 takes Amiga by storm

The Motorola 68060 central processing unit is the latest, greatest, fastest and most expensive in the long running 68000 line that has powered Amiga computers since the outset. Few people haven't heard of the awesome Cyberstorm, the Jaguar XJ220 of Amiga accelerators with a price tag to match. However, Motorola are yet to deliver the vital slab of silicon at its heart in quantity to its German developers, Phase 5, so actual units shipped has been far less than the demand. That hasn't stopped Phase 5 from continuing development on go-faster add-ons for Amigas though.

Rumours circulated that they were working on a 68060 accelerator for the A1200. And they turned out to be true. The full specification is as follows: 50MHz, 68060 CPU complete with MMU. Memory expansion capability of up to 64Mb RAM or 192Mb if the Blizzard SCSI-2 board is added. The 68060 can be disabled with a keystroke on boot to revert to 68020 mode for full games compatibility.

The optional SCSI-2 kit spec for the board is as follows: SCSI-2 fast DMA controller – up to 10Mb per second transfer rate with more than 80% CPU free, plus the additional SIMM socket allowing expansion up to a maximum of 192MB using industry standard 72pin SIMMS.

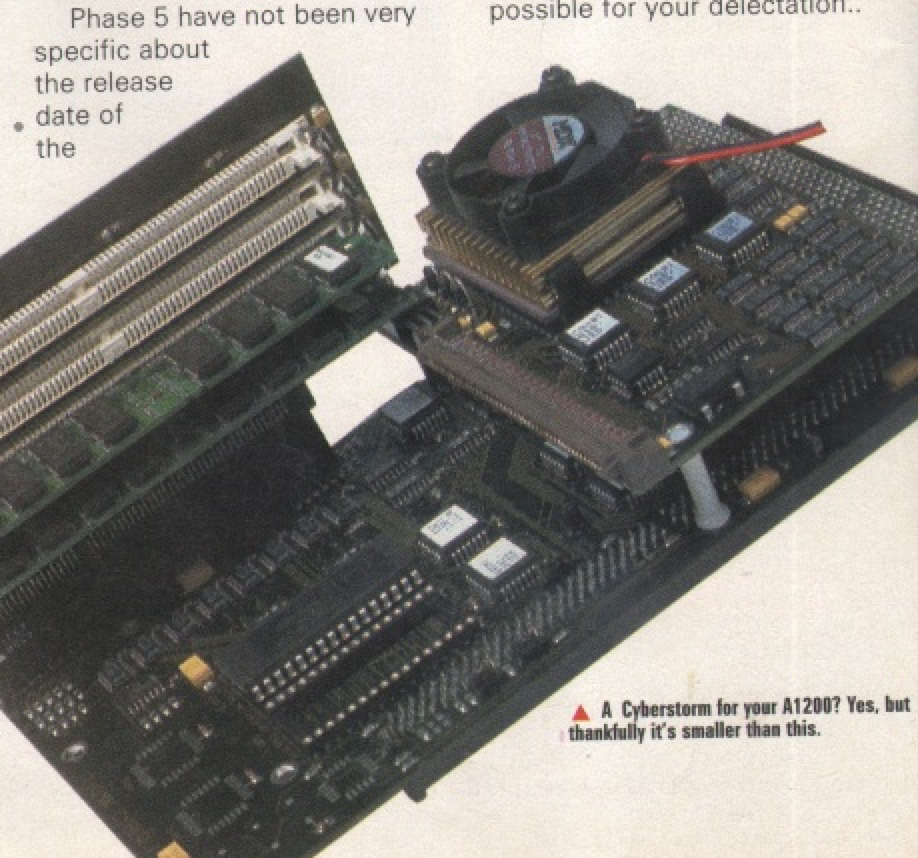
It will be supplied with bundled software including CD-ROM Filesystem and DynamiCache.

That's all very nice but what price this speed? £599.95 for the bare accelerator and £99.95 for the SCSI-2 kit is not what you might call cheap. Actually it's what you can call, without fear of exaggeration, expensive. But then again, just remember that this thing is hideously fast. Over 50 faster than a standard A1200!

The A1200 isn't the only new 68060 product from Phase 5. They've announced details of the Blizzard 2060 Turbo Board for A2000s too. The specs are the same as the 1260 except it comes as standard with a SCSI controller of the same spec as the 1260 add-on SCSI-2 board and it takes up to 128MB on board in 4 SIMM sockets. The price of the 2060 will be £699.95.

Phase 5 have not been very specific about the release date of the Blizzard 1260 and 2060. According to a spokesman it "will be out in the third quarter of 1995 and the 1260 SCSI kit in the fourth".

You can be sure that CU Amiga Magazine will fall over itself to get this kit as soon as possible for your delectation..



▲ A Cyberstorm for your A1200? Yes, but thankfully it's smaller than this.

Amiga Technologies Official Logo at last

In the July issue, we showed the Escom concept render of what the new A4000T may look like. On a top corner it featured the unofficial Amiga Technologies logo thereafter known as the 'Christmas Tree'. This logo was never acknowledged by Escom and the newly formed Amiga Technologies subsidiary as anything other than a design concept but sources close to management hinted that it was indeed lined up to become the trademark of the Amiga itself.

Then a scan of an L. Ron Hubbard book published by the Christian Science group, Dianetics was posted on the Internet. It turns out that the Dianetics logo was identical to the unofficial Amiga logo. It became apparent that AT had to find a new logo or risk legal overtures over copyright.

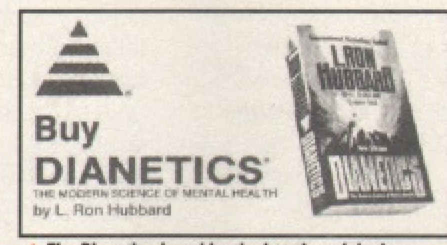
Many Amiga enthusiasts took it upon themselves to start a competition (unofficially) to produce a high quality distinctive logo for AT in lieu of the old one – one of the best is shown here. Amiga Technologies finally unveiled their official logo, seen here. Does the Escom parentage show or what?



▲ One Amiga users idea of of the perfect Amiga Technologies logo.

AMIGA

▲ Here it is. The official Amiga Technologies logo. Does it look as though it's been influenced by the Escom logo or what?



▲ The Dianetics logo identical to the original 'Christmas Tree'. It had to be scrapped.

Would you buy software off these two?

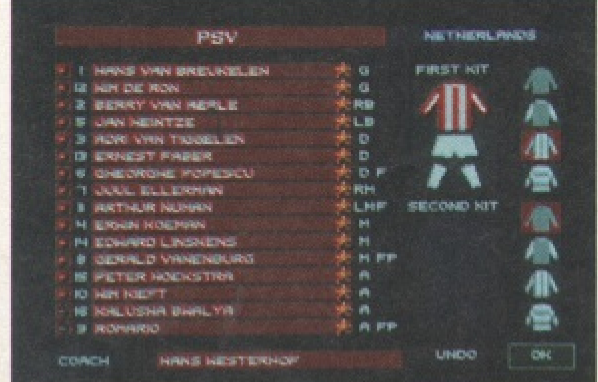
This folks is Daze marketing. They are in a state of shock after hearing that Impressions (Lords Of The Realm, Ultimate Soccer Manager) have been bought out by Sierra and the future of their Amiga games are in doubt. Anyway Daze are offering you a special discount deal on two of their older Amiga games, Ishar 2 and Stardust. Yes, they're so poor they had to sell the clothes off their own backs so they are appealing to CU Amiga Magazine readers to help them out by buying either of these titles for only £5.99.

To get a copy you'll need to send a cheque or postal order for £5.99 to CU Amiga offer, Daze Marketing, 9A Canfield Place, London NW6 3BT. And yes, they both *are* actually wearing underwear.



Sensible update lads!

Curtain up, light the lights great news for footy gaming fans out there is winging its way over to you. *Sensible World Of Soccer*, just about the most popular game in the world if the charts are anything to go by, has been updated. Whoa there, before you reach for your purses, if you already own the game and have registered it you will automatically get an update. If not you can rest assured that if you buy *SWOS* in September you will get a completely de-bugged version with minor enhancements. The real update is due out in the winter and will feature new team line ups etc.



New ProGrab 24RT

On the video front, Gordon Harwood have announced a new model of the CU Amiga 86% rated ProGrab 24RT real time video frame grabber. The upgraded unit has been dubbed the 'ProGrab 24RT plus' and now sports an S-VHS input for better quality grabbing from video recorders with this capability. Also bundled is a new updated version of the ProGrab software now at version 2.5 with many new features. The new ProGrab 24RT plus retails at the old price of £129.95 with a PCMCIA interface including the 2.5 software for £29.95 and the bare 2.5 software upgrade at £4.95. Call Gordon Harwood on 01-773-836781 for more information.

New A600/A1200 multimedia station

Based on the ATAPI device as featured in last months news, Intrinsic Computer Systems have produced a economical mini-tower that relies solely on the internal IDE port of the A600 and A1200. Using a special software driver (the ATAPI device), the system allows common PC IDE CD-ROMs to be mounted in the tower along with hard drives. Note the plural in both cases. Coupled with the software, a special cable is present in the system that allows the addition of two hard drives and two CD-ROMs at the same time. A range of system configurations are on offer with the bare tower, cable and software rocking in at £89.95 all the way to the tower containing a quad speed CD-ROM and 440Mb Hard drive for £499.95. You can expect a full review in next month's CU Amiga Magazine but why not give Intrinsic Computer Systems a call on 01474-357560 in the meantime?

Multimedia guide book

Presented as a digital book, IGDVM as the author calls it, is labelled as "The complete cross platform guide to digital video and multimedia production for those using an Amiga computer ..." The entire guide installs to hard drive from compressed floppy disks and contains chapters on the following long list of subjects: animation, sound, music, compression, fonts, clip art, image processing, algorithmic image generation, 3D animation, video basics, digital video, CD-ROM, the business end and resource guides.

The author, Geoffrey Williams, has had extensive experience in worldwide multimedia applications and with the entire package containing over 100 freely distributable programs and utilities coupled with 100,000 words of text, it seems to be good value (at $40) for those looking for a good Multimedia bible. For more information you can contact the author on (USA) 1-818- 240-9845, E-Mail gwilliam@netcom.com or even write to CBP, 1833 Verdugo, Vista Drive, Glendale, CA, 91208, USA. We'll take a look at it in a future issue.

Matt Broughton's Games in View

Full games on cover disks, the industry getting shirty about it and games to expect soon.

Amiga Action has stirred things up within the publishing community by cover mounting a full price game, breaking a long standing arrangement between Amiga magazines. Over the past few years there has always been tough competition between mags to get the best demos and PD on their cover disks, but never before has a full commercial game appeared.

Previously, software publishers supported this practice, feeling that giving away games could damage their budget releases. However, with the decline of the Amiga games market, that could all be set to change.

As reported in trade fanzine, CTW (July 3rd), the first such deal is between Action's publishers, IDG, and long-established Amiga games producers, **Titus.** The game in question is **Quik The Thunder Rabbit**, a title previously available elsewhere in Europe but not yet released in the UK, and is set to be run over a number of months. Whether this is a great deal for the reader, or just a cunning plan to ensure people have to buy the magazine month after month remains to be seen. Then, of course, there's the problem of what happens if you don't want the game. You're still paying your £4.25 for a mag with, essentially, no disks of any interest to you.

In the meantime, a number of Amiga games producers have voiced upset at the move, including **Zeewolf** creators, **Binary Asylum**, who feel that cover mounting full games will end all chances of the Amiga recovering, not to mention murdering small development companies.

Future Publishing has also called for the reinstatement of the 'gentlemen's agreement', saying that the industry itself could end up killing the market. I reckon we should all just have a fist fight, where the last one standing wins.

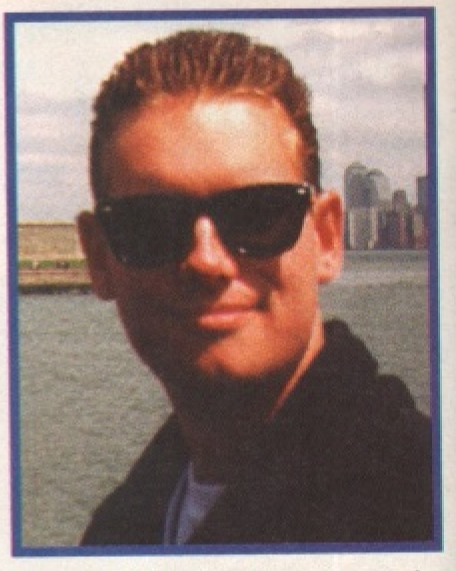
Meanwhile, in development land, Ex-**Team 17** staff, Alan Carter along with Andrew and Michael Oakley, have got together to form a new development team, GameWave. Their first game, **All Stars Tennis**, looks damn stunning, and is quite deliberately meant to look and feel like a console product. The game itself came together while the guys were all working on different freelance projects because they thought the Amiga was lacking a decent tennis game. As for the SNES-esque style graphics ... "well, we just thought 'why not'?" says Michael, previously a graphics man on **Alien Breed 3D**.

And, having mentioned the Teamers, you might like to know that next month should be busy for Team 17, with Alien Breed 3D rolling out at £29.99, and **Speris Legacy** closely behind at £25.99.

Krisalis have been a bit quiet lately, but top fella, Tim James, tells me that the forthcoming **Legends** is in fact finished. "We're having a number of meetings at the moment to decide when would be the best time to release the game." It looks most like to appear around September of this year. Sadly, there are no other Amiga products in development at the moment. "What Escom need to do is release a machine that stands a chance of picking up conversions from CD-ROM and 'next generation' consoles." Says Mr James, "It's impossible to keep 'shoe horning' future projects into the Amiga." Well quite.

Still, following Escom's actions, **Grandslam** have made a positive move back towards the Amiga, having previously shifted its resources towards CD-ROM products. Having held many of their Amiga products until the Commodore situation was resolved, Grandslam now plan to include both the Amiga and the CD32 in future projects. Hurrah!

Sierra haven't been involved with the Amiga market for quite a while (since the excellent **King's Quest VI** in fact) but they could have a distinct influence, having recently acquired US strategy games publisher, Impressions. Responsible for such games as the recent hit, **Ultimate Soccer Manager**, Impressions were previously handled by Daze Marketing but even that could all be set to change. The move to the more PC-oriented Sierra could jeopardise planned Amiga titles, **Front Lines** and **Powerhouse**, but we'll have to wait and see. In the meantime, Daze themselves are expecting preview material for **Pole Position** to start arriving from Ascon towards the end of month. Keep 'em peeled.



▲ Ever since Mat heard about Robbie's departure from Take That he's been busy sprucing up his image.

Renegade and best mates **Time Warner** have a few long-awaited releases on the way, the first of which is a new, all-improved, bug-free **Sensible World Of Soccer**. Following the ridiculously bugged first version, this stand-alone game will be available free of charge to people who bought the dodgy version first time around , although **Renegade** are saying that this enhanced version has enough new toys to warrant people buying it all over again! (But, they WOULD say that, wouldn't they?) Expect something in about five weeks time.

Flight of the Amazon Queen is also cleared to land on runway Amiga (that was a bit of an arse sentence really wasn't it!) and should be firmly pinned under your mouse from the fourth of September, retailing at £29.99. And then, of course, there's the brilliant **Chaos Engine 2**, set to blast onto your screen in October, again, for the handsome sum of £29.99.

And, god dammit, that's me run out of space again! Enjoy the HMV chart and I'll see you next month. Ta-ra! ■

HMV CHART ... Amiga top games

No	TITLE	PUBLISHER
1	Player Manger 2	Virgin
2	Ultimate Soccer Manager	Daze
3	Sensible World Of Soccer	Virgin
4	Super Skidmarks	Guildhall
5	Colonization	Microprose
6	Indiana Jones Atlantis	US Gold
7	Pinball Illusions	21st Century
8	Man Utd The Double	Krisalis
9	Beau Jolly Compilation	Virgin
10	All Terrain Racing	Team 17





's departure from this image.

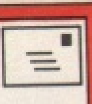
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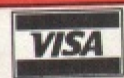


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More speed in 3D!

Three Dimensional texture mapping, as found in *Gloom* and *Alien Breed 3D*, was originally touted as not being possible on the Amiga. As we know, there's nothing a programmer likes more than a good challenge and this certainly is a challenge: Create a reasonable texture mapping engine with a scenario that has enough detail to amaze and yet enough speed so your coffee doesn't need a top up between frames. In fact speed is really the key issue here and the rather obviously named demo we downloaded off the 'net called, wait for it, 'Speed' has amazed many since it mysteriously appeared on the Aminet (an Internet archive of Amiga software).

Quite simply, it's the fastest texture mapping engine around and, unlike the current batch of shoot 'em ups it has a novel game idea as well. With no baddies to shoot, the object is to navigate your way though a maze-like obstacle course in the shortest possible time. The game is really fast and with so much bouncing and skidding, stooping and jumping happening so quickly, you begin to feel the effects of motion sickness. Oddly enough the demo, which states that it is to be released as a full game soon, has no author details. Only a 'distributor'. CU Amiga Magazine was keen to know more about this impressive effort but had difficulty in finding the author.

Finally, did we mention the 3D mode? No I mean real 3D. 3D glasses in fact. Get a pair of those cereal packet specials and the entire thing transforms into a virtual experience. If you were queasy before, you better make sure you do this before dinner.



Optonica's price tonic

Optonica, the Leicestershire based multimedia production company and software developers have dropped prices on two of their products. The Insight Technology CD is now £19.95 (from £39.95) and Simpatica 2, their Amiga to video mastering package which can achieve full 25 frames per second playback, has been reduced from £350 to £199.95. They have also announced the release of the file manager InfoNEXUS 2 at £29.99 and MM Experience, a CD-ROM authoring system at £39.99 for the basic version and £249.99 for the full version. More details next month.

Stateside

Stateside is a new occasional column written for us us by Jason Compton the Editor of Amiga Report in the United States Of America. We will be giving CU Amiga Magazine a more international flavour in the future, with regular columns on the Amiga scene from not just the States, but Europe and Australia too ...

In a recent discussion on the merits of mass-market computer sales and salespeople, I heard a journalist bemoan the sad state of affairs-at Dixons, a sales rep informed him that the Amiga 1200 couldn't be hooked up to a TV. Hah. Come over to my side of the pond, Mat, and you'll know what bemoaning is. There are all sorts of romantic notions about the Amiga's inception- Miami doctors set up a California company to build the ultimate computer that winds up being bought by a Pennsylvania company and introduced in New York. Hey, big-money doctors, the warm rays of California, and New York. What's more American than that?

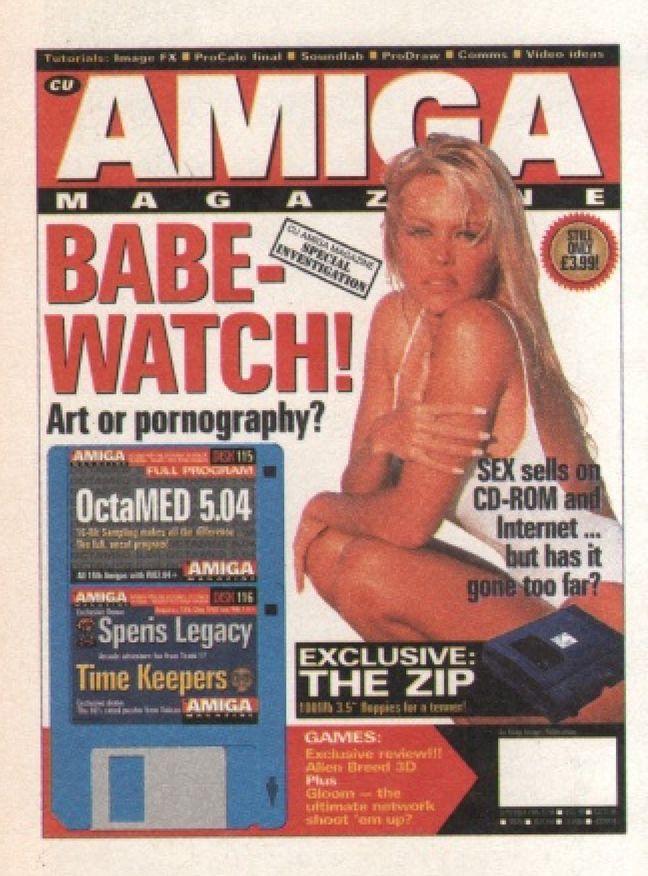
Ten years later, you'd hardly know it. Dealers that were once Amiga-only are forced to take on products from competing computer platforms to stay afloat. Even Creative Equipment International, unsuccessful suitor to the Commodore assets, has unveiled an OEM multimedia PC laptop for its dealer network. Amiga World, one of the journalistic pioneers of this market, was hung out to dry this past March. Amazing Computing, for years its only underdog competitor, has pared back to a mere 48 pages with shaky release dates and increasingly spotty news stand distribution. Amiga Game Zone, an honest attempt at a solid (if bimonthly) gaming magazine for the North American market has fallen short of the mark, with less than a half-dozen issues over the past year and a half.

What went wrong here? The usual cry, of course, is 'bad marketing.' But it goes a little beyond that. The problem was not Commodore brand-name recognition. In Canada, Commodore's educational-support system was second to none in the early 80s. While they didn't fare nearly as well in the US, falling to the zealous Apple and their inferior Apple II, they did manage to create a strong 64 market. Commodore was a household name. The problem was that they never shook the '64 and games' image. Apple's success in making the Apple II a synonym for 'education' passed on to the Macintosh. As a result, anyone remotely involved in education-children or parents-was bound to hear the Apple name in a positive light. The saturation of store shelves with dozens of look-alike PC clones, backed by the presumption that somehow the 'B' in 'IBM-Compatible' still means 'Business,' (i.e. that which makes you more profitable and happier) has made it the other, obvious choice in home computing. The Amiga just never sunk in to the American mentality. Call it 'the Amiga,' and the immediate response is 'Oh, a clone.' Call it 'the Commodore Amiga,' and the response is 'Oh, so, like a 64? Yeah, I had one of those but I got rid of it when I got my...' (Never mind mentioning Escom. You'll TOTALLY lose your subject then.) Still, everywhere there is dominance, there is also alternative and rebellion, and a counter-culture does exist. The recent announcement of Creative Equipment International, former suitor of the Commodore assets, as North American distributor for the new Amiga Technologies products was a heartening piece of news. But equally, if not even more, disheartening was an astronomical projected price of $3500 for a stock 4000/040T, set by Amiga Technologies representative and former Commodore vice-president Ed Goff.

The initial reaction from the CEI dealer network has not been encouraging and Alex Amor, president of CEI, hopes that a lower price can be reached in short order, sooner rather than later. But Goff has expressed a firm interest in pursuing the price to see if it will "work." Initially, the Americas will not be provided with 1200s, being left behind in favour of PAL units.

As we stand, today, the Amiga has moved from being "that computer nobody has ever heard of' to being 'that computer that is really expensive.' Here's to hoping for a turnaround, before the well of counterculture runs dry.

Sex and the Amiga



If the national newspapers are to be believed we seem to be a society obsessed with sex and pornography on our computers. If you are not availing of the multitude of forms available, you're part of the vanguard of people fighting a losing crusade to defend the young and the vulnerable from its effects. What is the real truth? What is available and how widely is it available? And what is being done about it?

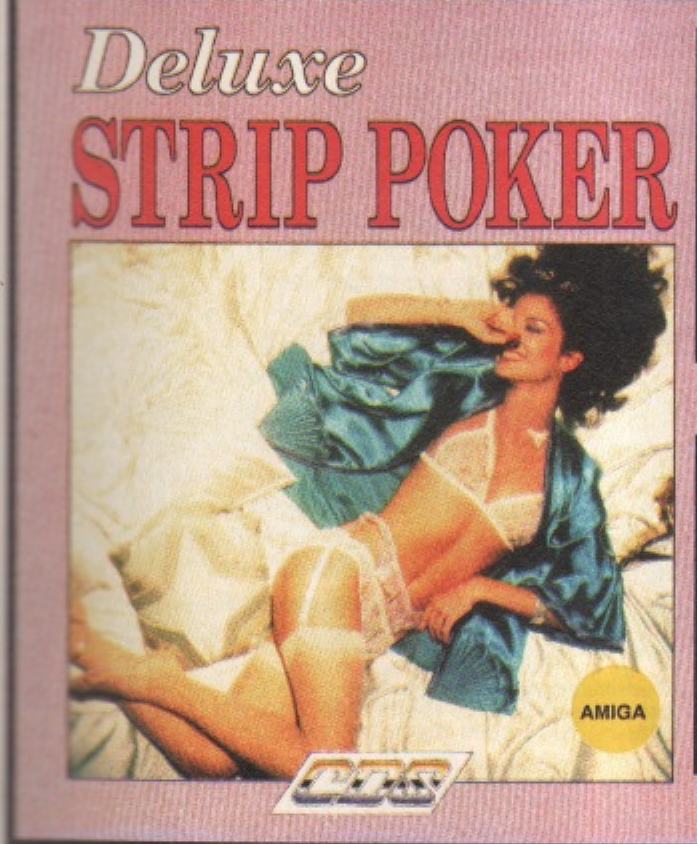
Computer pornography is seen as a threat the moral fibre of modern society. That's the media's official line. Then again, it's to be expected. Computers and technology have long been the subjects of paranoia among those who don't understand them. In a world where the average eight-year-old kid knows more about computers than the average 30 year old, misinformation and sensationalist half-truths are free to breed and multiply, backed up by a society that still believes anything stated in print or on TV is 100% truth. But is it all getting out of hand? Must we take drastic action to avert a worldwide on-line digital orgy of perversion, or is it just harmless fun?

The issue is multi layered. What are the distinctions between glamour, art and pornography? What passes for regular material in a women's magazine would be classed as porn in a men's one. We live in a world where sex is seen with increasing frequency on TV, where teenage girls' magazines have a 'position of the month' page, where even 15 rated films can portray shocking images of rape or violence and still pass the censors, where topless model shots are available for 23 pence in newspapers like The Sun, and in that form could be bought by a toddler.

The big difference is that computers are seen as threatening by people. Sex is a good story, and the witchhunt is on because the Internet is a big bad world, capable of corrupting people, young and old, and more sinisterly in some people's minds its yet another infringement on Britain's sovereignty. There ar[e] no borders and no restrictions, and although committed to a global free market in ordinary goods and services, Britain is running scared.

Pamela Fan Club

Forget *Doom*. Forget *Sensible Soccer*. Pamela Anderson, Baywatch star, Playboy featured model and publicity giant is one of the most popular images on computer screens today.




▲ Deluxe Strip Poker is one of the worst games ever on Amiga. But that didn't stop it selling well because of its sex link.


▲ The images are look very cheap, but the game soon gets down to the nitty gritty.


▲ This isn't as far as it goes either. For both the man and the woman.

She features on clip art disks, on CD-ROMs and on the Internet. But Pamela Anderson has control over these pictures. Although copyright may be dodgy, to say the least, with the images used in these disks you can be sure that she has chosen to do the pictures and been well paid for the job by the publications from which these images have been scanned. The same goes for Cindy Crawford, Christina Applegate and others.

But is this art or pornography? Does it actually corrupt anyone to look at these pictures? After all, there is an official Pamela Anderson magazine in the newsagents, while Cindy Crawford sells millions of fitness videos and calenders, either of which can be bought in just about any main street in the country. Simply because it is on a less visible, less understood medium shouldn't really make that much of a difference should it?

But it's this lack of visibility that's most worrying. Very few watchdogs are specifically concerned with the type of material mentioned above, it's the fact that if you buy a magazine you are normally well aware of its contents. With computer disks, CDs or the internet you very often are not.

What may seem to be innocent could hide something sinister, and that's what people are afraid of. In this instance people would be right. Our investigation into the accessibility, sex talk and imagery on the Internet revealed that it is all to easy for people of any age to get onto the 'net and participate. And, although the Amiga is not hit as badly as the PC and MAC in terms of disk based hard core pornography, for every glamour, topless or swimwear disk that's freely available to 'over 18s' from PD libraries there are one or two more explicit ones downloaded from more 'liberal' European countries like Holland secretly doing the circuits.

XXX Rated Games

Sex and computers is not a new phenomenon. 'Adult' games have been around for years. Even the Commodore 64's chunky pixels were crafted into images vaguely resembling naked bodies, while the humble Spectrum had its totally unrecognisable sex programs too. By today's standards the sort of graphical representation of sexual material on these machines is laughable, but they sold then, and they sold well.

Samantha Fox Strip Poker was one of the most popular games of its time, enticing players to challenge the Page 3 model at a game of cards. The buxom Miss Fox was attired in an unflattering wardrobe consisting of a trilby hat, Blues Brothers shades, football scarf and what looked like a dirty raincoat. A successful poker hand from the player was rewarded with the removal of an item of clothing. The ultimately predictable but still disappointing 'climax' came when the most famous chest of the 80's was revealed in chunky low resolution shades of grey. The fact that the same result could be achieved by simply buying a copy of The Sun newspaper didn't seem to affect the game's sales.

The most hardcore sex game ever to appear commercially on the Commodore 64 was a variation on the popular *Track and Field* joystick waggling theme. Four windows displayed a quartet of couples engrossed in various acts of slap and tickle. The idea was to keep all four couples aroused by waggling the stick as fast as possible to control the movements of the current couple, before switching control to another couple. Unattended couples' enthusiasm would gradually drop until control was switched back to them. The ultimate goal was to make the whole lot climax without letting any of them lose interest. It never graced the shop shelves due to its explicit cartoon style graphics and gameplay, selling instead through small mail order ads in computer magazines.

Hollywood Strip Poker and numerous variations wasted no time in exploiting the Amiga's high resolution 4096 colour display a couple of years on from this. Maria Whitakker later joined Sam Fox in the Page 3-Models-Who-Have-Appeared-In-Computer-Games club, via Anco's suspiciously entitled *Maria's Christmas Box*.

Then finally Full Motion Video kickstarted the third wave of sex games. The most famous of these must be *Voyeur*, which like

The Young Net User ...



The main difference between the Internet and other medias is that the Net isn't censored. This is good and bad, good because ultimate freedom is given to its users, bad because anything, no matter how unwholesome or offensive, can be put on it for anyone to see. This means that things related with illegal sexual acts, or illegal acts of any other kind, can be easily downloaded by anyone with enough knowledge and the right equipment.

That said, this knowledge isn't actually as widespread as some people may think. A lot of people dealing pornography on the Web aren't doing it for free and this must restrict or deter some punters as one of the reasons they may be using the Web as a way of getting porn is because it is cheaper than buying a magazine, although after connection rates, phone bills and the cost of the software and hardware is taken into consideration, this may not be true. It is also fairly confidential and therefore the embarrassment factor isn't there.

There are devices that can be used on computers that users can install to stop anyone from using that computer to access certain sites. I think that the only porn users can get direct from the Web, without any knowledge or special equipment, and without paying extra, would be of a soft nature and considered acceptable by many. I believe that the majority of people, those who are interested in 'normal' sexual acts, aren't the ones who put on and access porn from the Net, it is simpler for them to just buy a magazine. The people who are interested in 'deviant', and sometimes illegal, acts do this, for the sole reason that these acts are only accessible from an uncensored media, the Net."

Mark (not his real name) – a 16 year old net user.

most of its ilk, teased the player with the suggestion of a good session of filth, but delivered nothing more than teaser sequences. As for the Amiga, in terms of games it's never progressed from the strip poker theme. However games are not the only source of lewd material.

▲ Just one of a thousand pictures on the typical GIF CD-ROM. Many are captioned with BBS and scanning service advertisements. The Adult Sensations disk was supplied by Active Software.

XXX PD Disks

As you may have already noticed through looking at the advertisements in this magazine and almost every other computer mag in existence, from Amiga through PC to MAC, the Public Domain and smaller suppliers carry plenty of slideshows claiming to be XXX rated red hot adult only material. Almost every PD supplier carries them to some degree, but are they really all they're cracked up to be? And if so, how can the PD suppliers be sure they're not corrupting impressionable young minds?

Well, most of these disks are full of partially or fully clothed models. The under-the-counter element is surprisingly hard to find. Titles such as Starkers imply a collection of rampant nudity, but swim-suited models are often the subjects of the most explicit images on offer. The biggest market seems to be for sets of named models. Christina Applegate, Cindy Crawford, Madonna, Anna Nicole Smith and Pamela Anderson are regularly scanned, digitised and slapped onto slideshows, often in poses that couldn't possibly offend, like our front cover.

Unfortunately while it may not offend the viewer, unless they were looking for something really explicit and feel cheated by the misleading name, it could offend the owners of the pictures' copyright. A lot of these images have been scanned from pornographic magazines which are sold off the top shelf of newsagents, or from women's magazines, most of whom have disclaimers prohibiting the reproduction, even electronically, of their pages. This is a grey area and even if a publisher or personality wanted to prevent this, how do they actually do so? Most of the disks are put together by people in their own homes and merely sent into PD houses for distribution purposes. On the internet this becomes even more difficult to control.

From the point of view of the suppliers, most of them see themselves as being similar to newsagents. Nice Mr. Newsagent down the road sells more pornographic material off his top shelf than the average PD house so what's the problem, they argue. Simon Cockayne of



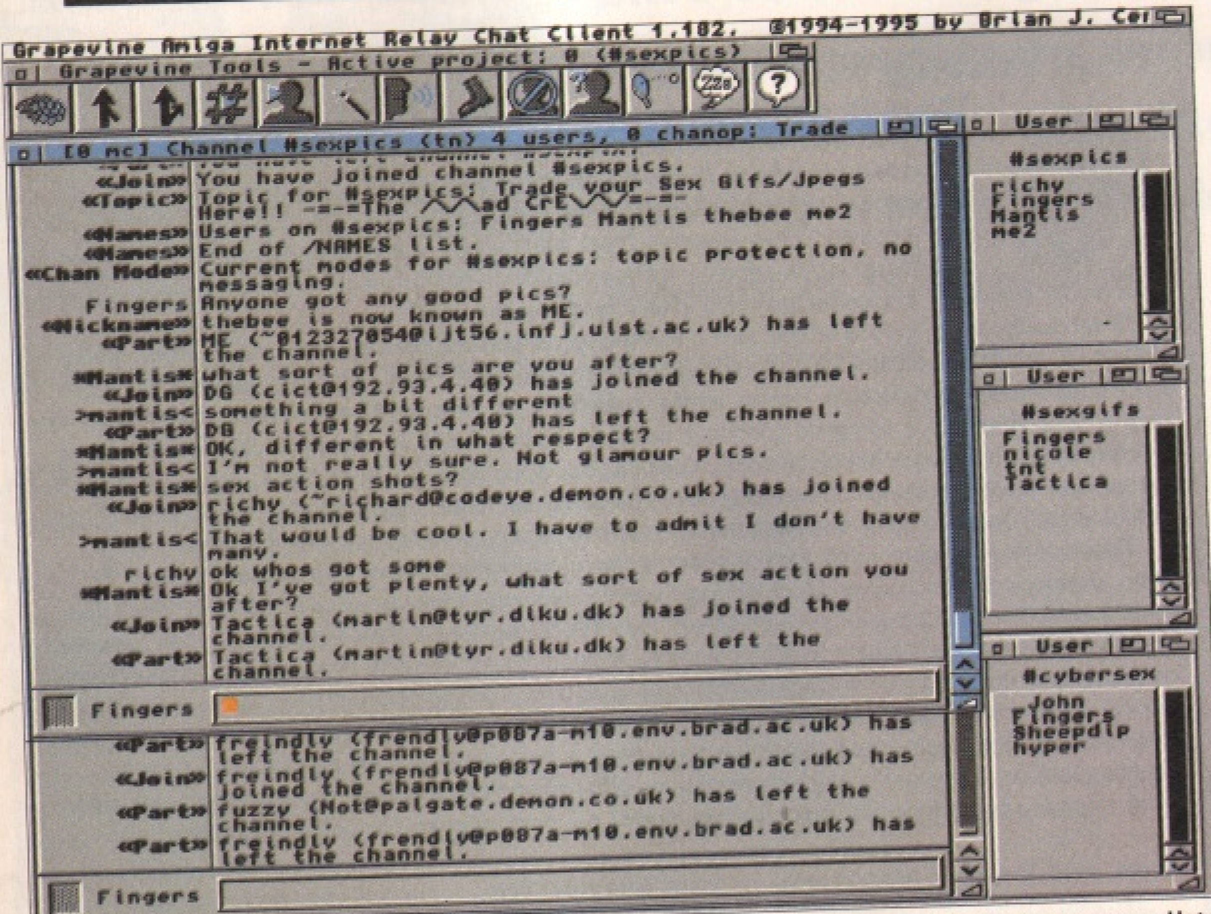
The pictures vary in strength and are not very well described, which can lead to confusion.

The Politicans ...

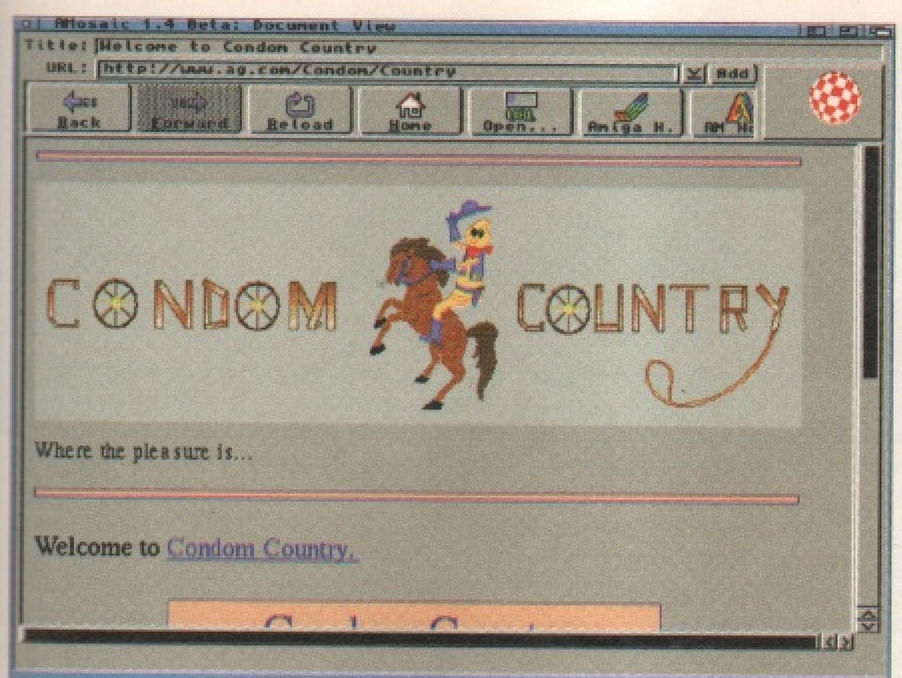


The government has expressed concern at the emerging trend in child and computer pornography and have set up an Interdepartmental Group on Obscenity which will include the internet. Ian Taylor, Parliamentary Under Secretary of State for Trade and Technology, in his Daily Telegraph Internet Conference on 4/5/95 said that "the Home Office has set up an interdepartmental group on Obscenity. This will consider the emerging trend in child and computer pornography and whether there are ways of overcoming these. It may well be that the best solutions are technical rather than legal or regulatory. Increasing responsibility will be placed in the hands of those who operate Internet Gateways."

The Socialist Workers Party, an extreme left-wing UK political group in a recent Marxist conference, expressed concern that the government may use the pornography issue as an excuse to gain control of the net and censor it for their own means. This is a view held by many proponents of the Internet, both here and in the USA. However this issue goes beyond pornography into areas such as political propaganda and terrorism. One Web site in the USA shows people how to make an personnel mines from ordinary household products and links between the Oklahoma bombing earlier on this year and right wing groups using the 'net are causing immense concern.



▲ Seen here is a grab of the Amiga Grapevine IRC (Internet Relay Chat) client. Barely minutes after joining one of the sex channels, we were able to obtain hard core porn of a nature that is illegal in the United Kingdom.



▲ Not all sites on the World Wide Web are smutty or devoted to sex publications. This site is a public service dedicated to, you guessed it, condoms. There's even the complete history of our humble rubber friend.

▲ Both Playboy and Penthouse have a heavy on-line presence. The Playboy site is fairly tame sex-wise with more features than pictures.

the Daytona Amiga BBS (bulletin board) told us that, "Soft Porn such as [topless] shots are OK as they can be seen by anyone on a newsagents shelf or by just watching TV".

The Internet

There's several aspects of Internet access to sex talk lines or pornography which need to be examined. One of which is 'Newsgroups'. Newsgroups are global conferences. If one Internet user was to post a message in there, it would be copied to every other participant plugged into the group in question. Another generic term for this is 'Usenet'.

If it's sexual topics you are after then Usenet carries 117 sex groups that we found available on our local Internet provider, many of which carry a staggering amount of traffic. Remember that these conferences are worldwide and there's very little the law can do to stop people getting access to them. However, it should be noted that there is plenty of bizarre groups that appear to be trying to be funny as opposed to being genuinely topical. Newsgroups like 'alt.sex.bears', is intriguing and could be sick, but logging on to one like this will reveal very little in the way of sex and rather a lot of lunacy.

More directly related to pornography rather than sex forums, are what's known as 'Binary Newsgroups'. There's lots of sex related ones and their sole purpose is to transfer pictures in the same way as messages in text only conferences. This is where we move onto very dodgy ground indeed. If someone decided to post a picture of some heinously illegal and violent sexual act in one of these groups, it would be all over the world, let alone the country, in a matter of hours.

In an effort to find out what sort of material you can get on the internet we sent a reporter on a quest to find just what was freely available on the internet. Mat, our Internet expert, is 26 years old, but remember he could actually have been any age. Checking out the IRC or Internet Relay Chat which enables people all over the world to participate in real time chat conferences. Logging on to channels such as #hotsex, #gaysex and #cybersex, it was surprising to find that they didn't contain an electronic equivalent of an orgy but had some rather ordinary banter that more often related to computers than sex. When someone described acts in a more lewd or offensive

The Medical View



The psychological effects of pornography is one area that has always caused great debate. Recently the debate has centred on the easy access and availability of all sorts of pornography on the Internet and what effects this could have on adolescents. The opinions on this issue are are wide and varied. For example, Sherry Turkle, a professor at the Massachusetts Institute of Technology of and author of Life On The Screen told the Guardian in a recent interview (3/7/95) that: "Adolescence used to be a time out sexually speaking. But in the age of Aids, sexual experimentation is a deadly game. The internet is becoming a way to play with identity where adolescents can develop a sense of themselves."

Opponents of this theory would argue that rather than being beneficial to young adults, exposure to graphic images of pornography on the internet could actually be damaging. The anonymity that the internet provides might leave young adults too free (ie no embarrassment of having to buy anything over the counter) explore at their leisure elements of sex such as bestiality, child sex and so on that they wouldn't normally have access to. As well as exposing children to unhealthy aspects of sexuality it could possibly end up instilling a distorted view of sex in their psyche. Judy Cooper from the British Association of Psychotherapists expressed concern at the long term effects of pornography and particularly on the internet on adolescents: "Pornography can have a place at various stages of one's life but the danger of pornography and certainly pornography on the internet is that sex becomes a split off dirty thing (alone or in a peer group) which interferes with the feeling that sex, at its best, is not part of normal everyday life."

The Law

The 1959 and 1964 Obscene Publications act is the main legislation governing all pornography including computer pornography. This act creates the offence of publishing an obscene article which it defines as an article which 'depraves' and 'corrupts' its audience such as child pornography. The question has always been how does this law affect the Internet given that there is no widely available means of censorship.

However, interpretation seems to be changing and pornography on the internet has received a lot of media attention lately as the result of arrests of people, under the obscene publications act, for suspicion of exchanging child pornography material. These arrests were the culmination of Operation Starburst an international operation coordinated by the West Midlands Police Commercial Vice Unit with the sole aim of arresting people suspected of using the Internet to view and distribute child pornography worldwide.

This operation targetted about 40 people across Europe, the Far East, South Africa and North America. In the UK 13 search warrants were issued and nine people were arrested and released on bail. Inspector David Davis the 'Internet Booby' who headed up the UK round-up was extremely pleased with this result and his press office told us: "This type of operation shows that police working together can effectively combat the distribution of child pornography across the internet, no matter how, or from where, it is sent."

nature, they were either humoured by the other participants or ejected from the channels he visited.

However this can be misleading, electronic orgy channels are reputedly available, but they are usually flagged as secret or invite only, which means you must be personally invited to make an appearance.

After browsing the massive list of IRC channels, he found one called #sexpics. Joining up, he simply asked, "So what pics are on offer then?" Quickly someone in the USA replied privately (out of the channel), "What are you after?" He said "something a bit different" and was promptly offered a disturbingly explicit list of possibilities.

"Something different", Mat repeated trying to sound like a regular. Shortly a picture was on its way, and it was definitely of an explicit nature. Definitely of the sort that's banned in the UK. Mat then blew his cover, announced that he was from a magazine and asked for opinions about the matter. Things suddenly went quiet.

The first to reply claimed that everyone in the group was sick and demented. Which begs the question: what was he doing there, unless he was a police officer or a priest. Another said that everyone obtaining porn in this manner was doing so to flout local pornography laws and to provide a subject to fantasise on. The inhabitants of the channel weren't all male either. There was at least one user sporting a female name though that doesn't necessarily mean much on the IRC where everyone's name is an alias.

'She' didn't respond to the query though. Like many of the other users, she was gaining access to the 'net via a University.

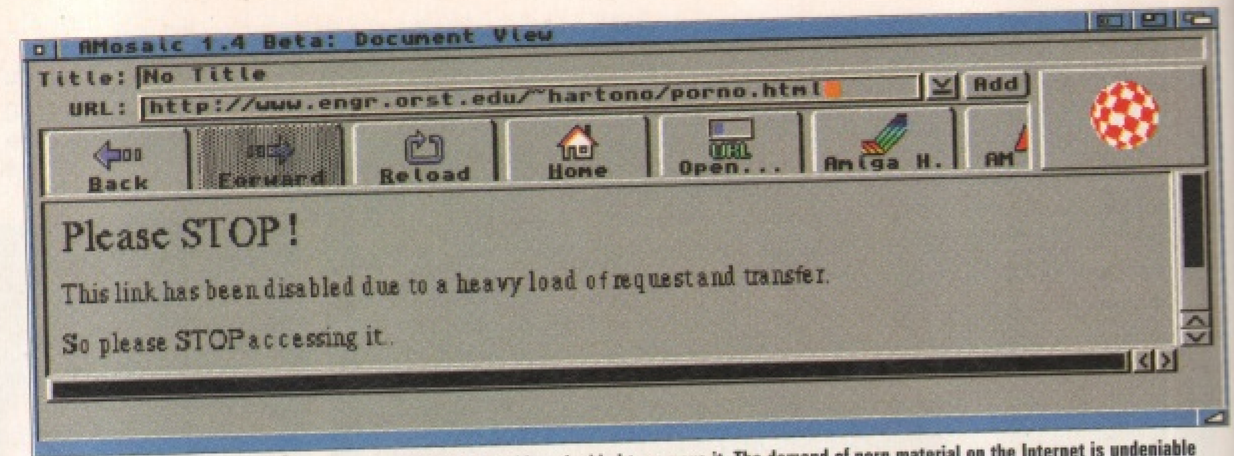
Mat is not naïve, he has been on the 'net for a long time now but he was still surprised at the ease with which he obtained a hard core pornographic image right off the Internet in less than 15 minutes. The gentleman who sent him the picture made it clear that he wanted to swop but didn't inquire into Mat's status in any way. He could have been a 10 year old for all the man knew!

This illustrates the sort of material available. According to some it should be freely available to all, but control is increasingly on the political agenda of most countries in the western world including the UK. There are a lot of pressure groups fighting to and fro, for and against this, but the key to it all is understanding the problem and identifying whether it exists for you.

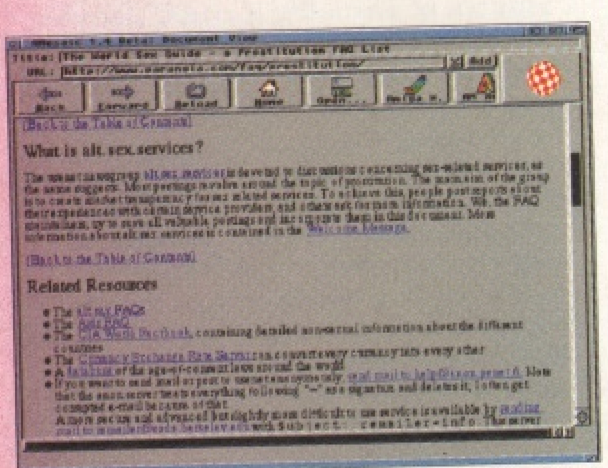
Ask yourself the following questions: What do you regard as pornographic? Swimwear shots of models? Topless shots? Male nudity? Images of sex actually taking place? How do you view discussions about sex, of all kinds, tastes and persuasions? Where do you draw the line?

At the moment it's up to you to police your own area of the Internet, your own purchasing decisions where CDs and clip art are concerned. If you have children you are also responsible for them.

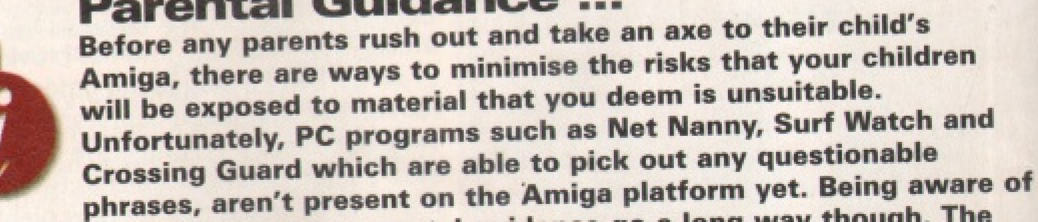
There is absolutely no use sitting around waiting for the government to do something, you have to understand the issues yourself and draw your own guidelines and conclusions. And if you're a top model fan, good luck and good computing. ■



▲ This World Wide Web porn site was so busy that the providers decided to remove it. The demand of porn material on the Internet is undeniable but does that make it a bad thing?



▲ Another example of how sex on the Internet isn't all porn and smut. This WWW site is home to an informative sex services FAQ.



Parental Guidance ...

Before any parents rush out and take an axe to their child's Amiga, there are ways to minimise the risks that your children will be exposed to material that you deem is unsuitable. Unfortunately, PC programs such as Net Nanny, Surf Watch and Crossing Guard which are able to pick out any questionable phrases, aren't present on the Amiga platform yet. Being aware of the risk areas can make a little parental guidance go a long way though. The number one problem is the IRC or Internet Relay Chat. Your child can easily get a channel list and spy the sex channels that may spark interest in an enquiring mind. Unless you are actually present to ensure that your child does not join one of these channels, there is no way to restrict access.

Within these, porn is transferred and FTP sites given out indiscriminately. The IRC does have much wider uses though and is actually a wonderful thing, so the value your child will gain from participating in a real time global chat with other children would be considerable. However, we would advise 100% supervision on the IRC.

The most important warning your child should be given is that he or she should never, ever give their real names or addresses out on-line. This is exactly the same sort of advice as telling them not to accept lifts from strangers in cars. You do not know who is on the other side of the line, so don't take any chances.

The next is problem area is Newsgroups. This is easier to control because your Newsgroup software will have a list of what the user (you or your child) has subscribed to. You could choose to make an edited list of Newsgroups available to your children (minus the 127 alt.sex groups we found here!) for them to pick and choose from and ban any others being used. FTPing files (FTP stands for File Transfer Protocol and is a method of transferring images and other files from the Internet) is also a problem. If your child knows how to operate an FTP client and has an IP (Internet Protocol) address for a porn site (during our investigation we got several in few minutes on an IRC sex channel) they can rapidly download an entire collection of the worst possible material.

Again making sure that your child doesn't have access to the elements that pass around such information will alleviate the threat. The other obvious avenue is to remove access to IRC and FTP clients from the machine when you aren't around. Using a PD utility to password protect those programs or even the multi-user filesystem so that they may not gain access to entire portions of your hard drives also works.

The least threat from any of the Internet services must surely by the World Wide Web. After having an extensive surf around all the sex areas that we could find, there was really nothing that we would deem hard-core. There was some nudity and sex education sites (such as Condom Country) but again this depends on your views of what is or isn't acceptable for your family. The bottom line is that if you are concerned about the material available to your child from the internet, 100% supervision while linked up can be the only definite solution, otherwise you can only minimise the threats.

The SysOp Standpoint

We contacted Tony Miller, the Sysop (System Operator or the controller) of the 01 For Amiga BBS, one of the largest Amiga sites in Britain. The following is a transcript of his conversation with Mat Bettinson.

From: Tony Miller
To: Mat Bettinson
Subj: Re: Sex Feature Survey
In a message dated 26 Jul 95 11:46:32, CU Amiga's Mat Bettinson wrote:

MB> This is a survey that should hopefully generate some usable quotes for a new feature on Sex in CU Amiga.

Hi Mat, now that's a thought

MB> Q1: What experience of computer porn have you had?

I have seen such files, varying from soft porn of the Mayfair/Penthouse type, but also to more sinister porn that could be damaging in the wrong hands. I have had no experience on Kiddy porn though. A lot of young users on this BBS attempt to either upload such material in the hope of getting higher privs, or will ask if such material is available for download.

MB> Q2: Is it any different to other established forms of porn?

I have seen iff/gif pictures that would never be allowed in the adult type magazines in the news agents, but also animations.

MB> Q3: Should any steps be taken to control it (computer porn)?

Yes, but those steps would be very difficult to control. As a sysop I run a BBS with very clear views on this sort of material. One man's idea of porn is not the next man's views. To this end I run with a policy of no pictures at all. I will not allow Page 3 type pictures, never mind any other material, but to ask all sysops to follow such an idea would never work and would cost too much to police.

MB> Q4: Any particular dangers or views on the affect upon minors?

I have two boys myself, that are still far too young to be effected, but eventually they will come in contact with this sort of material. I intent to encourage their use of the computers. I aim to monitor the material they may come in contact with, but realistically accept that they will come in contact with material I would not be happy with them seeing. Education and parental guidance needs to be stepped up. If parents were to take an interest in the child's activities and know what their children were doing, it would help.

MB> Q5: What are your views on the growing availability of Pornographic material via BBSes and the 'net that can not be controlled effectively?

These BBSes would not offer such material if there was not a demand for it. It is an attempt at making BBSes more popular. I am in favour of a licence to run a BBS and think that either a one off payment of say £1000 or a regular yearly payment of £3-500 would be a step in the right direction. These BBSes, once registered, would need to be regulated and monitored I also think that service providers need to take more interest in what users are using the system for. It would not be the most difficult thing to do, to restrict some gateways, or services by age. I also think that running a BBS should be limited to 18 year olds and above, and this should be apart of the registration. As a sysop that also runs a commercial 0891 BBS I am forced to limit users younger than 17 to a time limit that is very low. I initially thought this would restrict the BBS' use, but over the past year or so have found that it helps run the BBS you can see I do not share the views of most sysops. I would have no problem "grassing" a service that was offering material to children that was offensive or damaging.

Regards,
Tony Miller - SysOp of 01 for Amiga.

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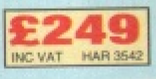
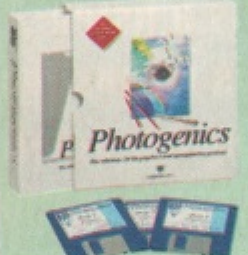


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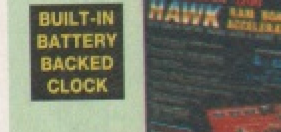
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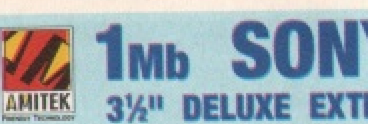


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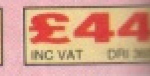
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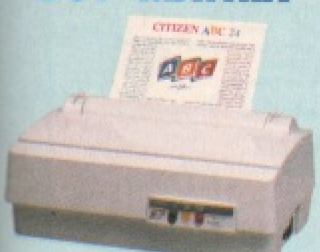


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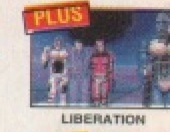
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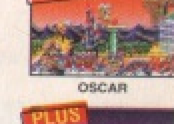
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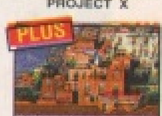


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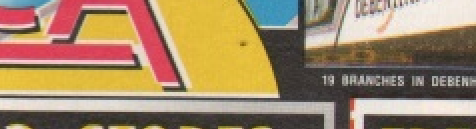
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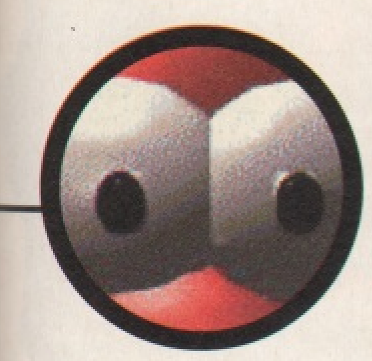
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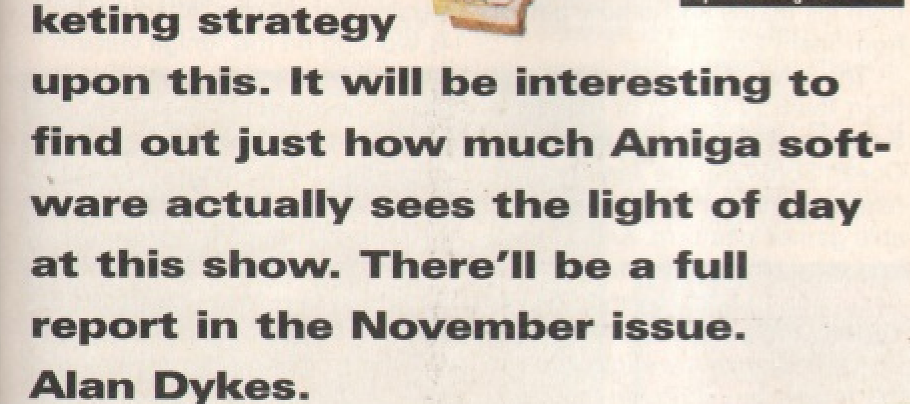
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08065

ScreenScene



It's almost show time again. The ECTS, or European Computer Trade Show in Earls Court, London is the biggest event in the European entertainment software publishers and developers lives, and everything becomes a slave to the event. At this time of year many companies simply hold back product from release until ECTS, where they feel they can showcase it to as large an audience as possible, guage their response and base their marketing strategy upon this. It will be interesting to find out just how much Amiga software actually sees the light of day at this show. There'll be a full report in the November issue. Alan Dykes.



Super Streetfighter II P48

COMPETITIONS



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PREVIEW

REVIEWS

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Worms P36

Worms

■ Due for release: October ■ Publisher:Team 17 ©01924 267776

The Amiga looks set to spawn another classic game, as Team 17 get out their worms and start playing ...

Alan Bunker gets closer to his work than is morally defensible

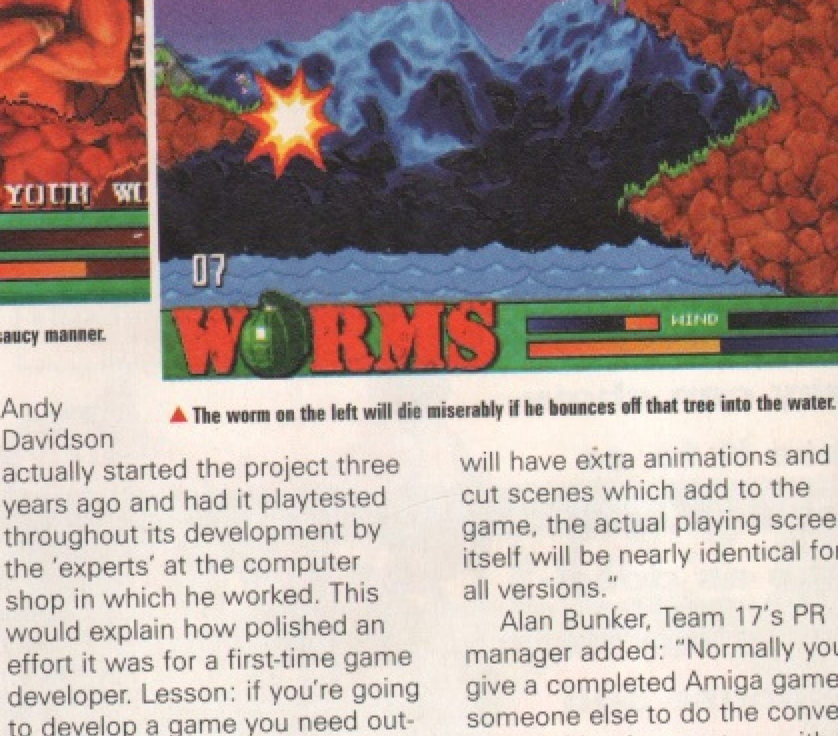
OK, OK, we did a preview of *Worms* six months ago but due to circumstances beyond the control of Team 17's PR department the game hasn't seen the light of day since. But now it's back, and it's looking stonkingly good.

When we first saw *Worms* it was an instant office favourite, but what has held it up since then was an effort by programmer Andy Davidson and assorted Team bods to turn a good fun game into an all time classic. Now I haven't reviewed it yet so it's definitely too early to pass final judgement, but when a pre-production version can have you hooked like this one did then it's a pretty safe bet.

Worms is a variation on the old Tanks theme. Using direct fire and lobbing weapons your task is to destroy an enemy that is hiding somewhere in a generated landscape. The enemy in this instance is one of four *worms* controlled either by either a friend or by the computer. The weapons involved include bazookas, shotguns, homing missiles and, get this ... exploding sheep.



▲ 'How hard is your Worm?', taunt Team 17 in a rather saucy manner.



▲ The worm on the left will die miserably if he bounces off that tree into the water.

Mad? Possibly

The man responsible for all this is Andy Davidson, a previously unknown computer shop worker and Amiga nut. He originally programmed the game for a Blitz competition in one of our rival Amiga magazines, but they proved their shortsightedness by completely ignoring the lad Andy's original concept "Total Wormage". Not so Martin Brown from Team 17. Ten minutes after first seeing it at the European Computer Trade Show in Islington last September he was convinced of its merits and signed it up on the spot.

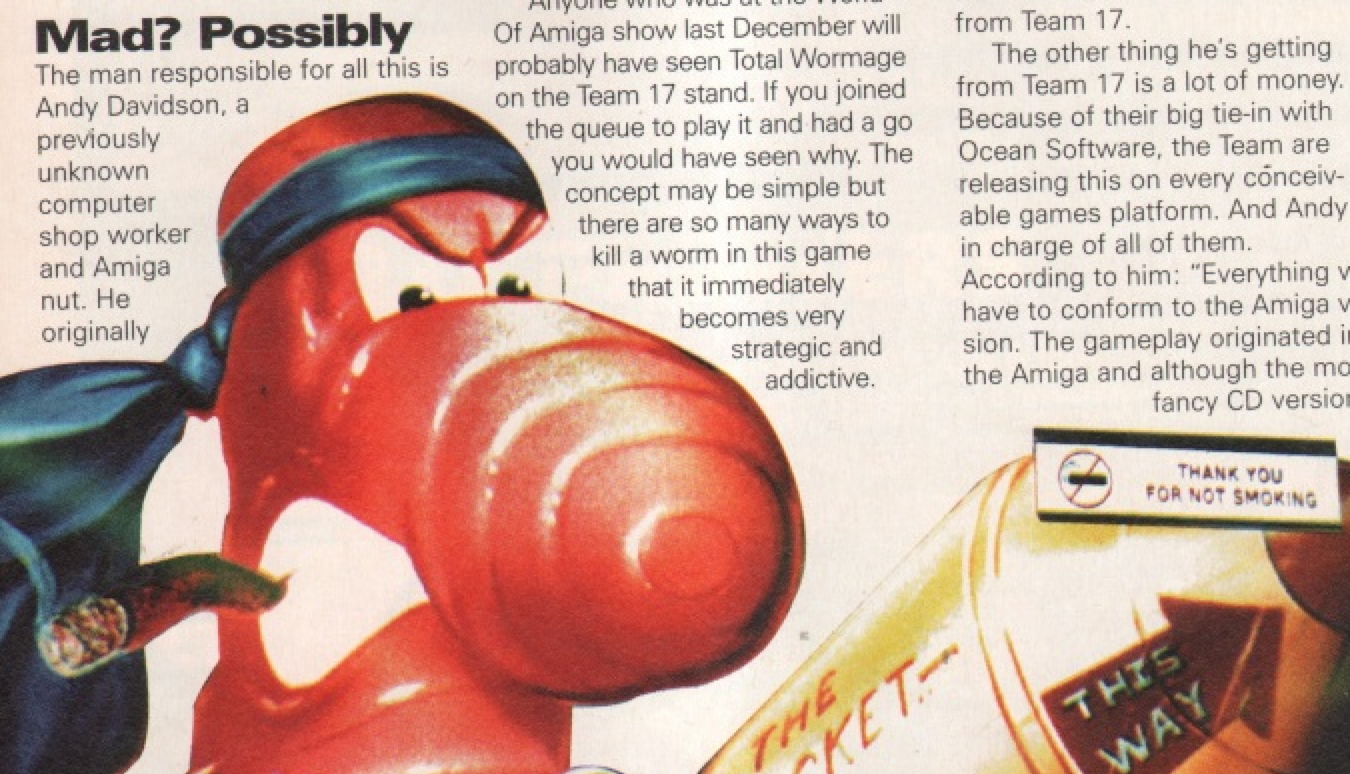
Anyone who was at the World Of Amiga show last December will probably have seen Total Wormage on the Team 17 stand. If you joined the queue to play it and had a go you would have seen why. The concept may be simple but there are so many ways to kill a worm in this game that it immediately becomes very strategic and addictive.

Andy Davidson actually started the project three years ago and had it playtested throughout its development by the 'experts' at the computer shop in which he worked. This would explain how polished an effort it was for a first-time game developer. Lesson: if you're going to develop a game you need outside opinion and reaction to get it right, and that's what Andy got from his mates and is now getting from Team 17.

The other thing he's getting from Team 17 is a lot of money. Because of their big tie-in with Ocean Software, the Team are releasing this on every conceivable games platform. And Andy is in charge of all of them. According to him: "Everything will have to conform to the Amiga version. The gameplay originated in the Amiga and although the more fancy CD versions will have extra animations and cut scenes which add to the game, the actual playing screen itself will be nearly identical for all versions."

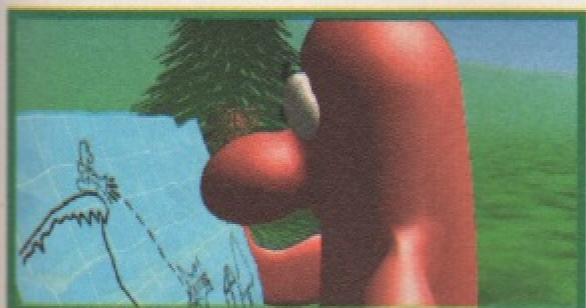
Alan Bunker, Team 17's PR manager added: "Normally you'd give a completed Amiga game to someone else to do the conversion and let them get on with it, but Andy has the overall say on all versions of *Worms*. Although he is working on the Amiga version himself he is managing and guiding everything else, from the SNES to the PC, which is important because only he really knows the game inside out".

Andy Davidson is a strange bloke. The influence for *worms* seems to have been his parent's garden. He is obsessed with concrete donkeys (for no apparent reason, but he insisted on talking about them continuously while I spoke to him) and, of course, *worms*. It's not clear just how well acquainted the young Davidson became with the slippery creatures that tunnelled their way underground while he was admiring the garden furniture and his dried-up pond, but one look at his creation will tell you that he has a very vivid imagination.





▲ Oh dear, it's one of the hell levels and poor Windmill, the worm on the gallows, looks as though he's about to get a taste of bazooka shell.



▲ A rendered worm making plans in the CD version. Will it run on an A1200 with a SCSI CD-ROM? "Er, maybe".

Worm arms?

For a start *worms* do not have arms. That is fairly basic. But Andy's do – in his *Worms* Bill Of Rights they have the right to not only have arms but bear arms. They also speak: Kill one of them and they exclaim "Oh no", fail to kill one and they'll threaten revenge shouting; "I'll get you".

All sorts of fun and games can be had with the various weapons, but the oddest two have to be the exploding sheep I mentioned earlier and the banana bombs. Release a sheep and it merrily prances across the scenery until you explode it. These sheep are easily frightened though and if you leave it too close to a worm (especially a Welsh one) without doing the dirty deed it will turn towards you with a very worried look on its face.

The other real oddity is the banana bomb. Since everything in *Worms* seems to be based on personal experience, Andy may have eaten one banana too many on a hot day and the resultant fermentation in his stomach must have made him pretty intoxicated before he came up with this one. Basically it's like a super grenade. You throw it at another worm and when it lands the little black ball splits up into a number of bright yellow bananas which bounce around and explode like a cluster bomb. Which is all very well ... but why bananas?



Another interesting and effective weapon is the air strike, but what I want to know is why they haven't included a salt strike. It has been the experience of my misspent youth that *worms* do not like table salt at all, and I'll wager that a pinch of the stuff would cause havoc to an opposing team's morale. Chemical weapons so to speak.

But it's not just the weapons that make *Worms* so interesting, there are also a number of transport items which conspire to complicate the game. In our last preview we told you about the teleport, but chief among the new features are the Bat Rope and the Bungy. The Bat Rope enables you to swing up onto objects, while the Bungy enables you to, you've guessed it, swing down, in a bendy and difficult to control manner.

All of this animation and both the *worms'* and sheep's expressions and movement are beautifully created, and manage to convey a superb atmosphere, despite their minuscule size.

Level 1... billion

There are a multitude of level styles in *Worms*, including green hills, arctic, hell and others. The terrain can be just about any style you like, and, in fact, if you do wish to create your own unique levels then you will be able to do so using art packages like *DPaint*. By itself they reckon you could generate over 1 billion levels, but I should think this a highly unlikely achievement.

As a multi player game *Worms* has developed immensely. Despite the fact that a single player mode is now being implemented and according to Mr. Davidson "the computer can now beat you in an offensive game, getting its defences and strategic game up to scratch is what we're working on at the moment", it still remains at its best in multi player mode. You can now save your squad with unique names for each Worm and no-one else can use these. There are league tables for *Worms* which tell you who the most successful team commander is and who is the most dangerous (hard) Worm.

Team 17 social evenings, which used to involve lots of Newcastle Brown ale, now seem to revolve around *Worms* and local Wakefield pubs have been complaining bitterly. The net result of this is that there's fierce rivalry between members of staff to see who has the hardest worm, team and strategy. It's funny to visit a company as big as Team 17 has become and find so many people obsessed with one game – whether it's their project or not. As soon as *Worms* was set up for demonstration word got around and soon other, unconnected, members of staff made it their business to drop by for "a quick game".

Due for release at the beginning of October *Worms* should be ready for review next month. It will be available for all 1Mb Amigas and will feature an in-game AGA enhancement that recognises when it's loaded on an A1200 or A4000. The CD32 version (which should work on CD-ROM drives for A1200) will have some extra animation and cut scenes. ■

Alan Dykes



▲ (Top) One of the rendered worms from the intro animations and the CD versions. (Above) A bazooka blasting a rocket ship, yesterday.



▲ How the west was won! Courtesy of a grenade.

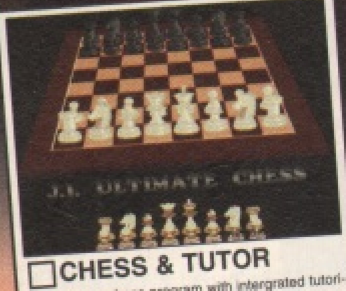


▲ Programmer in toilet worm shock! "Yes indeedy, even Worms have to go to the toilet". Andy Davidson tries to enjoy a bad photo opportunity.



▲ If I'm not mistaken this is a western level. Best played after quaffing some home made hooch and a plate of re-fried beans. Unless you have friends around that is.

THE EPIC SENSATION



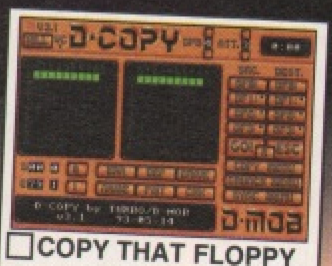
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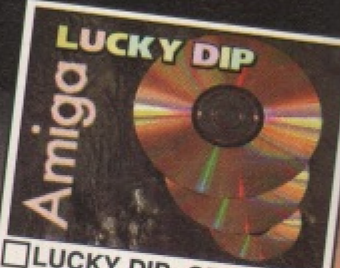
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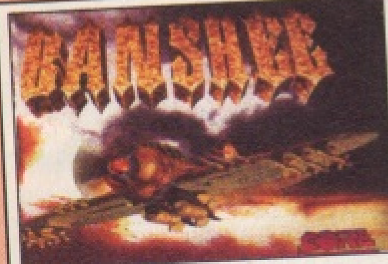
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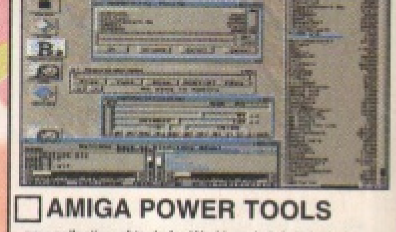


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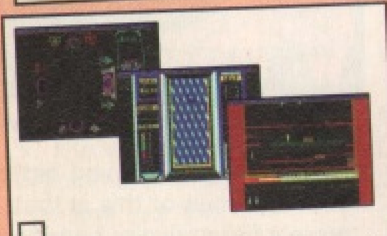


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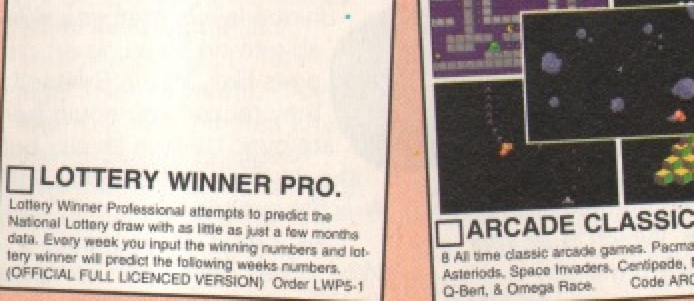


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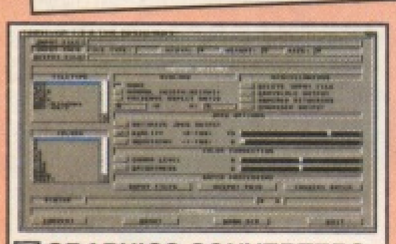
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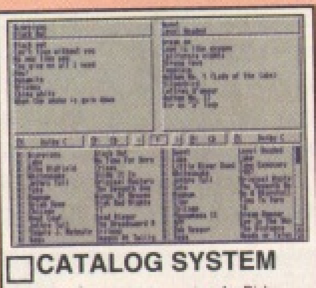
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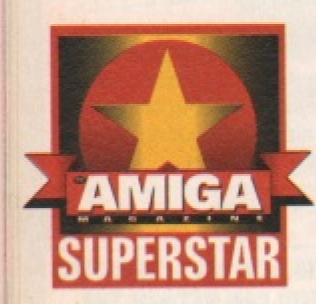
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Alien Breed 3D

■ Price: £29.99 ■ Publisher: Team 17 © 01924 267 776



Somewhere out there there are hundreds of creatures just waiting to kill you. Welcome to first person perspective hell.



Moving, submerged, through a water filled cavern on your knees, rising wherever possible for a life-saving gulp of air and trying to avoid the shadowy creatures that you can just make out above the surface. Trying to make it to the end of the cavern before water fills your lungs and you're sleeping with the fish for good. Breathing heavy ... nearly there ... no ... life is draining away ... help!

Alien Breed 3D has had its fair share of development setbacks. Originally due for release back in April, it was put back until July and then "sometime in the Autumn". When I initially saw a demo of the game I was impressed. Here was the first real *Doom* style game for the Amiga, and despite somewhat blocky graphics it looked as though it was shaping up to be really good.

It's amazing how time can cast doubts over first reactions though. Soon after *Breed 3D* was first revealed we all started going mad over *Fears* and, a little while later, *Gloom*. Suddenly *AB3D*'s blockiness was seen as a major weakness and although the name certainly carried more weight than either of the other two its chances of impressing this hardened games playing office were reduced by a fair margin.

Then, the week before *AB3D* was due in for review the full version of *Gloom*, with network compatibility built in, arrived and had us playing into the small hours. Poor *AB3D* looked beaten.

But the arrival of Gloom was a blessing in disguise, and Team 17 couldn't have planned it better if they tried to (it was purely co-incidence that it worked out like this), because when some of the faults of a rival game are immediately and satisfactorily solved by another you're on to a winner. *Gloom* (reviewed on page 45) is great, but so is *AB3D*, and although they are both based on the same presentation idea they are like chalk and cheese in terms of gameplay.

You see *Alien Breed 3D* is *Doom*. There is no other way of describing it. The characters are different, the graphics are vastly



▲ On the upper levels of one of the mazes I've caught an opponent at the other end of a perilous platform (the grey thing in front of me, terra firma is about 50 feet below) and roasted him with a bazooka. Yessss!



▲ A yellow key. This gives me access to the level's yellow door. The panel on the wall will no doubt release a couple of breed from a wall or something. What do you think of that inflated rubber glove then?

different and the weapons are too. But the style and the gameplay is true to the Holy Grail of computer shoot 'em ups. It's suspense packed, strategic fun – if you can call high blood pressure and rising stress levels, ducking and diving and not knowing who the hell is shooting at you from above fun.

Graphics

The issue of the blocky graphics is complex too. Yes the walls are blockier than *Gloom* or *Fears*, as are some of the characters, but at the same time they are more detailed and complex. Also, unlike *Gloom*, you don't have the luxury of turning off the ceiling or floor for added smoothness – there often is no ceiling or floor because



▲ A teleporter. Hmmmm. It's life's little decisions that brighten things up.



▲ Oh those steps are gorgeous. Time to race up them though, for better or for worse.



▲ A door. This is about as good as doors get to look in AB3D. They are very blocky up close.

upper and lower levels and the presence of enemies there, on or in platforms, bridges, sewers etc, adds several extra dimensions to the game.

Yes, for the first fifteen minutes or so the graphics are a bit disconcerting. Yes, there are times when it's very difficult to judge turns or see steps out of the general melee. And yes, you have to go so close to doors to open them that they invariably look like a multi-coloured bunch of squares, but as I said in the preview last March you soon forget about this once you've played *Alien Breed 3D* for a while. Then it's: hey, the graphics are great! Look at those enemies! Look at that water effect! Blimey!

There are plenty of enemies in *AB3D* too, including the infamous Geiger-based Breed. They are mixed into the levels in a challenging way and they all look good.

Some of them are tough, real tough, especially on the later levels. On level 12 a huge one appears when you open the first door. It releases face hugging, life sucking creatures which soon multiply and get out of control unless you go for the jugular and kill the creature that is spawning them. Easier said than done.



▲ This creature is Evil, with a capital E and I'm not having much success ending his reign of terror. You see, he releases those nasty spawn, see top of my screen, and my life is beginning to drain away.



▲ Nasty, bitey things, ugh! When the background screen goes red it means that you are being attacked. The bar on the left is your life gauge while the one on the right tells you how much power and ammo you have left.

16 levels

Speaking of levels, *Alien Breed 3D* has sixteen of them. This is a true 3D maze, with stairs, upper levels, holes in the floor, lifts, doors and keys. But the most amazing levels have to be the water ones. Although water plays a part on a lot of levels there are some, like level five, that are almost completely flooded. In the corridors this water is usually waist high, though you can duck into it and

Killer instinct

If you fancy taking on a friend in a frantic battle to the finish then Alien Breed 3D is your game. With a serial cable connecting two Amigas together player 1 becomes the 'Master' and player 2 the 'Slave', then you race to collect weapons and set off in hot pursuit of each other. Once your opponent is in sight let all hell break lose! Because the levels are so big (you can select any level you like to play in Master/Slave mode) and because of the presence of so many hiding places and vantage points to shoot from it gets terribly exciting.



▲ Here we see Mat Bettinson standing around wondering where I've got to.



▲ Here we see me foolishly missing him with a bazooka missile. Time to run.



▲ The plasma gun. A pretty smart weapon that will despatch a Breed with one shot.



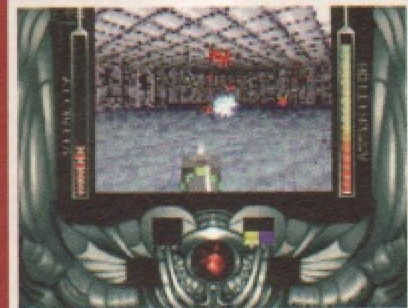
▲ The bazooka. My favourite. Big, powerful but with very limited ammunition.

Flooded chambers

Entering the water maze is always worrying. You can only survive under water for a limited period of time so don't get stuck anywhere! Most of the water is waist deep, but some rooms are completely flooded. These often hide weapons or ammunition.



▲ About to enter the water. Unfortunately breed are not afraid of of it either.



▲ The remains of an alien after my plasma gun has taken effect.



▲ A swimming pool but what's that in the bottom? Let's find out.



▲ Ooops, that ain't a dolphin. And I have no bullets left for my gun. Bye bye.

completely immerse yourself if needs be. This is sometimes necessary to negotiate a low ceiling or sneak up on some breed.

Swimming

While under water the effect is absolutely spectacular, with ripples above you and mirror-like images of the enemy. Very atmospheric. The other cool feature is the swimming pool. Right in the middle of a big room you happen upon a bright blue chlorine filled pool. Lovely. But wait, there are breed in it! You can see their dark shadows lurking at the bottom. Jump in and it really does feel like a swimming pool; the world goes blue and you can almost reach out and touch the water. Then the breed attack. Luckily you can fire your weapons underwater, so threats can still be countered.

In terms of weapons there are eight. These include the standard automatic rifle, a plasma gun, a bazooka, a grenade launcher, shotgun and a burst shot Uzi style machine gun. At the start of a level you are equipped with the rifle, the others must be collected somewhere in the level before they can be used. Switching between weapons is done by pressing buttons 1-8 on the keyboard. In true *Alien Breed* style they all have limited ammunition though, even the automatic rifle, so you can't just go around firing willy nilly. You've got to seek out and collect shells for the gun and bazooka and batteries for the plasma gun.

The bazooka is absolutely brilliant though. The amount of shells you can gather for it is limited, but they are fabulously effective and darned spectacular on screen as well. A bazooka explosion will light up a dark corridor and kill multiple enemies, but there's nothing more spectacular than lobbing one at an opponent in two-player combat mode, engulfing them in flames and then seeing them running towards you, right out of the centre of the fire.

Control

Control is by joystick or keyboard, though a two button joystick or pad (CD32 people will be in heaven) is really needed to play the game solely by this method. Keyboard control is very intuitive though and you can entirely reconfigure the control keys to suit your taste. Although, like *Gloom*, you can side-step your character you can also duck (by pressing the D key), to hide in water or get under low obstacles. Sound is good too. With breed breathing around every corner, above you and below you, lurking ready for the kill. *AB3D* is yet another modern game that demands stereo sound for the best effect.

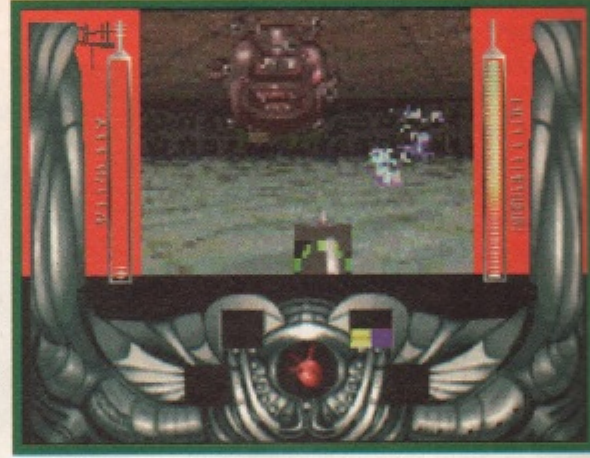
Cool effects

AB3D has gone for cool visual effects where they count and effect the gameplay. The implementation of the water and upper levels for instance are much more important that having your gun go 'click-click' and recoil every time you fire. This game is all about strategy and retreat, search and destroy and spectacular effects. It's also fast enough to play on a standard, unexpanded A1200, though if you've got fast RAM or an accelerator it would be an advantage (if not, don't let this put you off buying the game though).

Although the graphics might be too blocky at times, and the full screen mode doesn't even bear thinking about, *Alien Breed 3D* goes further than being just a shoot 'em up. It's the current star of the show as far as Amiga *'Doom'* clones are concerned. And if you happen to have a mate with an A1200 and a serial cable it's probably the best two player combat game on Amiga. ■

Alan Dykes





▲ A big, fat, floating alien that's devilishly hard to kill. You need a bazooka or grenade launcher.



▲ Blast. Wouldn't you know it, just when I need ammo all I can find is first aid.



▲ A fire down the hall yesterday. Caused by a grenade no doubt.



▲ The same fire from player 2's perspective. Not very nice at the hot end!

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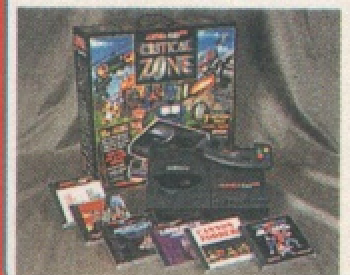
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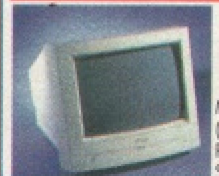
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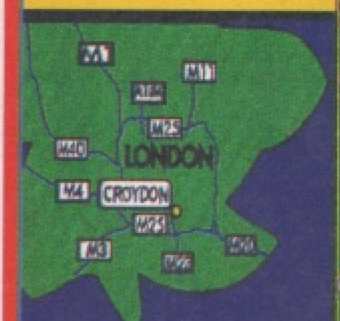
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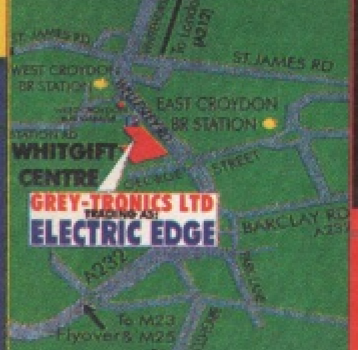


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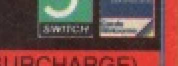




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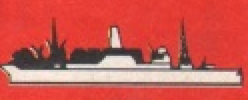
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SEA

Gloom

■ Price: £29.99 ■ Publisher: Black Magic ✆ 01302 890000



If you've always wanted to apply for the Foreign Legion, but can't be bothered to get out of your armchair then Gloom could be the game for you.

Mark Sibly is not only talented, he's a rock fan, which means that his games are never filled with rubbishy house-themed soundtracks or synth lines. No, we get a full on hard rockin' core tune to *Gloom* and I have to tell you it warmed my heart and soul. Which was just as well 'cos the gameplay that followed almost turned both of them into cold jelly.

Congratulations to Black Magic, Mark's spin off from his previous partnership in Acid software, for getting the last announced of the current *Doom* clone games out first. Six months ago we were laying odds on whether *Gloom, AB3D* or *Fears* would make past the finishing post before the Autumn and two of them have, this and *AB3D*.



▲ Loading up the second world, you know you're in for something different only you still aren't prepared for what comes next in the Gothic Tomb.

Gloom is set in some pretty miserable dungeons where you, a marine, must work your way around a rendered 3D maze blasting strange creatures, rival marines, ghosts and other creatures out of your way. There is no weapon visible but a power bar at the top of the screen indicates that you have one and how powerful it is too.

A *Gloom* marine is equipped with a single plasma-style gun, which you can pick up power-ups for as you wander through the maze. Get five power-ups and you have a pretty powerful weapon. Find one of the super powerups and you have an awesome one.



▲ Now we're cookin' with gas! Twin beam mega-weapon teaching a thing or two to skin-heads.

Right from the start the 3D rendered walls, ceilings and floors do not fail to impress, nor does the size, shape and speed of them enemy, especially the ghosts who come out at you in the second series of dungeons. Idling with intent around any corner can be one or ten enemies, of various different sorts, though if you are lucky enough to pick up a wall scanner headset you're at an advantage – you can see them coming. Upgrades like this, and the weapon power-ups only last as long as your current life though.

Two player fun

Gloom gives you two options on the two player game. If you only have one A1200 then you can split the screen horizontally and, though it slows it down considerably, have all the fun and the worthwhile assistance of a mate to share the misery and woe of fighting a vicious enemy. The other way to go about things is to get a serial port cable and another friend who has an A1200, link the two and go for it full screen on two machines, with two monitors. Despite minor difficulties in setting this mode up it is totally awesome when you actually get playing. Two are better than one, and this is one sure way of getting further into the game.

Unfortunately if your opponent has a 1230 50MHz accelerator in his Amiga and you don't he will rush off in all directions grabbing weapons and food upgrades (disguised as baby bottles), hiding behind you while you bite other people's bullets and generally acting like a right plonker. You see, speed is everything in Gloom and 50Mhz really moves it around.

Two gloomy

And so to the two player Vs Combat mode. Here you enter the maze with your 'friend', try to find and kill him. This works for a while, but you'll soon lose interest and return to the two player versus the computer mode, where the truckloads of enemy make all the difference.



▲ It's true. The GI Joes wait for you to get close and then let you have it.



▲ Initially using the GI's pea-shooter weapon, it's still enough to swifty dispose of them with a yell.

Right from the start the 3D rendered walls, ceilings and floors do not fail to impress. There is one section where you enter a large spinning roundabout, if you get caught between it and the wall you will suffer, but it's the sheer quality of the graphics in sections like this that really make the game what it is.

Gloom is less like *Doom* than you might think though. It is really a fast paced maze shoot 'em up with less overall atmosphere than *Doom* but more frantic, shoot 'em up style action throughout the levels. You can size the screen and set the resolution of the graphics to suit your needs and play happily (if a little nervously) for hours, days on end. In one player mode or even more so in two player, side by side combat Gloom is excellent. Buy it. ■

Alan Dykes

GLOOM £29.99

A500 / A600 / A1200 / A1500 / A2000 / A3000 / A4000

- workbench version.........3.0
- number of disks 2
- RAM..............................2Mb
- hard disk installable......yes

graphics	92%
sound	84%
lastability	90%
playability	90%

OVERALL
Truly superb blasting action. A must buy.
90%

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Impressions

"Without doubt the best footy management sim we have come across" *94% Gamesmaster*

"Dangerously addictive" *89% PC Power*

"Get out there and buy it!" *92% Amiga Action Accolade Award*

"A highly playable management game with great options to play any team and do away with much of the boring finance" *84% PC Attack*

"Really, and when all's said and indeed done, a rather smashing footie management sim" *85% Amiga Format*

"If PM3 was Manchester United, then Ultimate Soccer Manager has set its roots in Ewood Park with Blackburn Rovers" *8/10 PC Review*

*All Format Gallup Chart

Impressions

SIERRA®

Super Streetfighter 2

■ Price: £34.99 ■ Publisher: US Gold © 0121 606 1800

The Amiga beat 'em up market is about to be beefed-up with one of the most famous games ever. CU Amiga Magazine finds out what's in a name.



▲ Oughya! That's the last time I let you rub balloons up against my jumper!

▲ He's fat, he's round, he bounces on the ground — Edmund Honda!

Street Fighter 2 will, I believe, always be remembered as a pivotal product in the shaping of the computer games universe. Pretty much every beat 'em up game since has tried to copy it – with very few really succeeding. Of course, as assured as *Street Fighter 2* is of being fondly remembered in the future, there's also a damn good chance that anyone who was into the Amiga a few years back will be ready at a moment's notice to have a laugh over the piece of rubbish that was US Gold's original conversion.

Dodgy graphics, horrendous loading times, and the sort of collision detection that Damon Hill would die for (probably quite literally) all managed to come together to tarnish the *Street Fighter* name. And as if that wasn't humiliating enough, they're back again!

Fortunately, US Gold appear to have learnt their lesson, and have teamed-up with a talented bunch of chaps from the development company, Freestyle, to produce a much more polished product second time around. Taking the *Street Fighter 2* legend one step further than the Amiga has previously seen, this is in fact SUPER *Street Fighter 2*, and as such introduces four new characters to the proceedings, along with a plethora of modified moves and power enhancements.

Disk shuffling?

The other key to this review is the fact that the success of the game is, most probably, going to be down to how good the disk accessing is. With a large number of character combinations, all suffering from the added complication of different background scenery and theme tunes, data retrieval is easily the most important factor of all. Fear not, brave warriors, for tis' not too bad at all. Comparing the Amiga version to the various console versions available isn't exactly going to be a fair trial, but it's inevitable, and what with most people being fairly familiar with the aforementioned product, it does give us something to mark against. OK, let's be picky first. There's a tremendous amount of 'sitting quietly' when playing this game, and even with a second disk drive, you're going to spend more time looking at the disk loading screen (as nice as it is) than you are playing the game. There's also a lot less music going on than regular *SF2* players will be expecting and, though the programmers have obviously tried very hard to get things identical, it's a bit silly having to wait through a minute's loading just for the 'you've been beaten' screen.

Still, once you do load things up, the graphics are nice and clear (if a little small) and the 'feel' of the game is satisfying enough. Having converted from the likes of the six-buttoned SNES joypad, the control method is a bit of problem, particularly if you only have a single-button joystick. The sort of combination play that made the original so popular isn't really an option when you have to hit the shift key to swap between punches and kicks; but if you've never played the original, maybe you won't be too bothered by that. As for myself, well, once I'd plugged in my CD32 joypad, I was more than happy (which leaves me convinced that the CD32 game will probably be the version to get excited about). A two-button joystick option is included, utilising a user-friendly 'direction alters strength' system.

The 'Super' part of the game's title also introduces the player into the world of 'first attack bonuses', 'multiple hit awards', and even marks for a good recovery. The manual supplied gives all of the special moves for each of the characters, and certainly with the CD32's joypad, these are all extremely well calibrated. The detection system has also been well tweaked, so when you move in close for a throw, you do actually look and feel as though you have the opponent (something sadly lacking from the demos we've seen so far).



▲ "In my dreams, Cammy is real. As is her bottom."



▲ Oh, they all look so good. Can't I just take one of each?

A1200



A600



... and, in the yellow corner, the A5/600 version. Hmm, not really all that funky looking compared to the A1200 version and certainly not as atmospheric. You also have to choose between having either the music or the sound effects, which doesn't exactly help the product along. Still, better to have a lesser product available than none at all, I suppose.



▲ Easily one of the most exciting new characters, Fei Long hopes to be Bruce Lee one day!

Close enough

The action is spiced up throughout with nice little presentation touches, and though Cammy (the new English contender) is by no means as babe-like as her arcade counterpart (or Kylie for that matter) the detail in both the graphics and sound manage to give most of the characters at least eighty percent of their full personalities.

There are a couple of options to tweak around with, mostly to alter difficulty levels and speed of play, but also to select exactly what sort of one player game you play. If you play in 'normal' mode, you won't be able to access one of the four super characters as your character, but you will get to play the bonus rounds thrown up every so often. The 'super' mode allows you to plough through every character, chopping and changing your identity as you go. The two player 'verses' battle is as simple as always, with a handicapping system stopping you from murdering your six year old nephew every game. Whether this game succeeds or not is probably more down to how patient people are when it comes to watching the loading screen. And do I recommend this to you? Well, I'd certainly say that the product is polished enough to perhaps warrant investing in a CD32 joypad and if you have a hard drive to cut out the tedious disk swopping, then yes. I'd go and buy it now. I can't see anything coming closer than this. ■

Matt Broughton

SUPER STREETFIGHTER 2

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

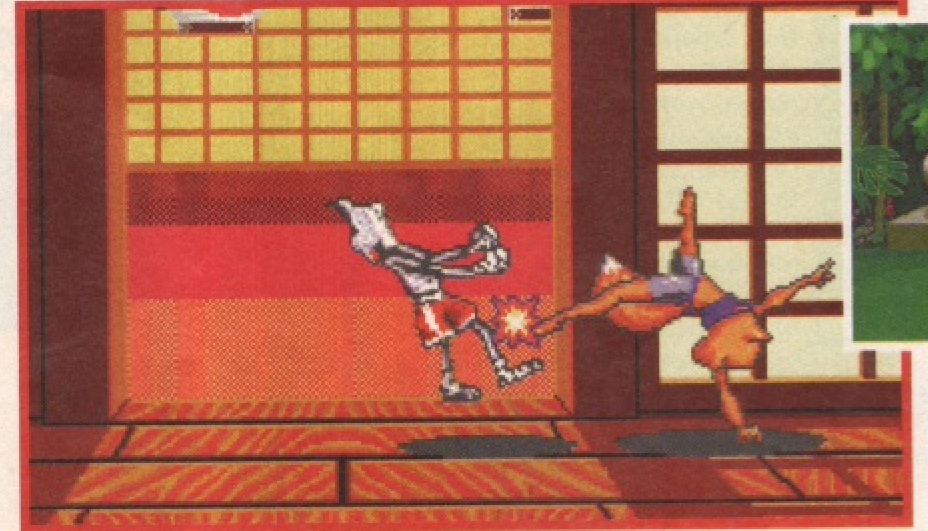
workbench version	1.3
number of disks	7
RAM	2Mb
hard disk installable	yes
graphics	82%
sound	80%
lastability	82%
playability	85%

OVERALL: As close to the genuine article as the Amiga will get. **86%**

Brutal
Paws of Fury

■ Price: £29.99 ■ Publisher: GameTek © 01753 553 445

As anyone who has ever watched Wildlife on One will tell you, animals are not calm, rational beings who contemplate life before they decide to go out looking for din dins. No, they tear into their prey, teeth bared, saliva dripping from their jaws ready to dismember their unfortunate victim. Strange then that the animals in this beat 'em up, are cute peace loving souls who prefer to spend their time meditating and perfecting their martial art skills before entering in a bit of one on one combat with each other. OK it's a novel idea and, hey, it might just work. But sadly it doesn't.



▲ A swift kick to the shins is probably the best way to handle rats, I find.

The reason it doesn't work is not really down to the concept behind the game it's to do with the playability. But we'll get back to that later.

It's a shame, really. A lot of effort seems to have gone into creating a sense of atmosphere to fit in with the underlying aim of the game which is to achieve the ultimate martial arts status – master. The background music is sort of Japanesy techo style and the reasonably well drawn stages also have a Japanese slant to them. Perhaps the biggest effort to create a sense of ambience was in creating a personality profile for each of the furry combatants. Each one has their own in-depth personality profile along with their stats.

Once you've decided which character you identify with it's standard beat em up options: one-player, two player and a two player 'no frills' option which enables you to jump straight into the ring with all your special moves already acquired rather than having to earn them as in the other two modes.

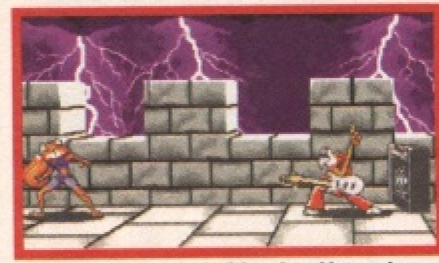
However, it's the special moves, or really the not so special moves, that let the game down. Although Brutal runs quite quickly, unlike *MKII* or *SSFII*, the special moves are nothing to write home about. Pantha's taunting move which involves flashing his spotty boxer shorts at you does not inspire much aggression. So you're left wondering why you need to bother mastering complex joystick gyrations for mediocre moves, when if you just stick to sitting in the corner with the fire button pressed you get the same job done.

Unfortunately this tactic worked time and time again. You can get well into later belt stages without even losing a life.

Brutal is a novel enough idea, with shades of the Hong Kong Phooey cartoons in some of its characters. The graphics, sound and speed are good, it's just let down by the awkward, unspectacular special moves and the fact it is too easy to get by with flailing kicks and punches. Not what you want from a beat 'em up. ■

Lisa Collins

▲ It takes a lot of fiddling about to get Pantha to carry out this fireball move. Why bother?



▲ I like this one, it looks fab and could come in handy with noisy neighbours.

A second opinion

Brutal adds a novel twist to the beat 'em up genre, as it uses animals for combatants as opposed to the humans/mutants/aliens we are normally handed. However, this twist is not exploited past the names and appearance of the sprites, none of the special moves or attacks are based around the various animals' characteristics and they are personified to the extent that they are almost human. It is a jokey, passive beat em up (if there can be such a thing) with a minimum amount of blood and realism.

The main plus of the game is its speed. It has three speed levels, and moves at quite a pace in the highest. The fighters have been given a lot of character with large colourful sprites, background information and stats and you can find yourself becoming quite attached to them.

The game is fun in two-player mode, as are most beat 'em ups, but the moves can become frustrating and luck can play too much of a part in the battles. Bouts tend to degenerate into constant sweeps and jumping kicks, or both players on either side of the screen wrestling with the controls. It all adds up to disappointment. Good graphics are let down by watery gameplay and there is no excuse for those sort of shenanigans.

Adi Leff

BRUTAL £29.99

A600 · A1200 · A1500 · A2000 · A3000 · A4000

workbench version	1.3
number of disks	2
RAM	1Mb
hard disk installable	yes

graphics	70%
sound	70%
lastability	55%
playability	50%

OVERALL
A beat 'em up let down badly by its moves.
55%

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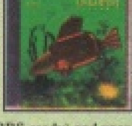
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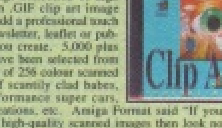
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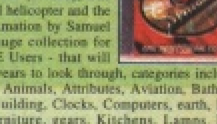
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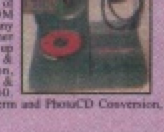


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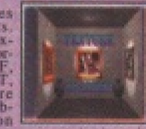
its a double disc set aimed at music and video professionals and enthusiasts. the contents include the FULL OctaMED v5.04 package. In excess of 250Mb of support files for the OctaMED package have been included, made up from modules, samples, midi files and utilities. Full documentation. In addition we have included the full MidiCraft collection of midi & music X files, samples, modules, tutorials, utilities. The graphics side is well catered for with 500 24bit images backgrounds, testures. Over 140Mb of Imagine objects. 50Mb of Lightwave objects, and loads, loads more!

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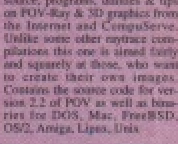
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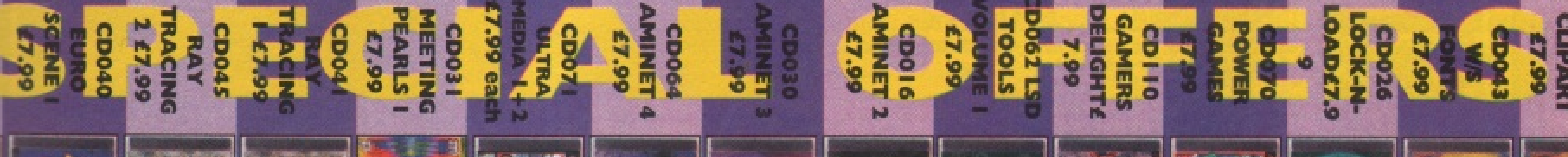
Comprehensive encyclopedia, It has over 3015 GIF images, most in full colour, all royalty-free. It has text files about every mission. Each Shuttle mission is represented, in addition to categories such as the 747 Shuttle Ferry, night images on the launch pad, and pictures of the instrumentation. Delve into the history & excitement of the Shuttle progr...

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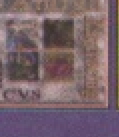
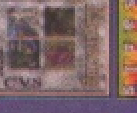
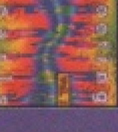
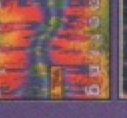
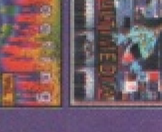




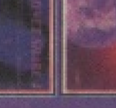
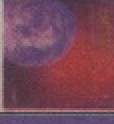




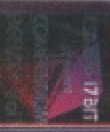
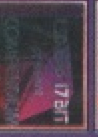
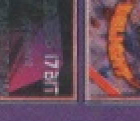
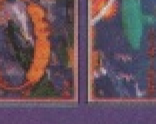
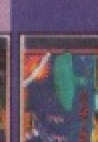




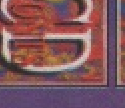












ViroCop A500



■ Price: £29.99 ■ Publisher: WIE © 0171 391 4300

GraftGold have a long-standing reputation to keep up on the Amiga and what is sadly their last game does nothing to diminish this. *ViroCop*, a madcap shoot 'em up with platform elements, is about as smooth as you can get without Johnston's Baby Oil and the graphics on the AGA version, reviewed two months ago, were pixel perfect. But how does the ECS version fare?

Well, gameplay wise it's almost exactly the same, with no discernable difference in speed unless you've played it on an A1200 with a fast accelerator inside. And graphically the reduction in colours has made little difference to the quality of the game.

ViroCop involves controlling a little robot known as DAVE, or the Digital Armed Virus Exterminator in a quest to rid a place called GameDisk of evil, draining viruses. GameDisk is a virtual playground where humans go to enjoy themselves, but an octopus-like strain of viruses have recently invaded it and made its inhabitants unpredictable. and dangerous.

GameDisk consists of four lands: Sports, Urban Jungle, Gods and Crusader levels. The last land on the AGA version, Silicon Valley has not been included here, which cuts down on longevity, but although the most difficult, I found it to be the least interesting so you aren't missing that much.

Your main enemies are the viruses but because they've driven all the other inhabitants of GameDisk insane you also have to deal with enemies as diverse as fast bowling snooker balls, invisible baseball batsmen, kids on spacehoppers, tennis ball practice machines, knights and Cannon Fodder style mini soldiers. At the end of each land a points increasing bonus game is provided.

DAVE has access to 16 weapons during the course of the game, but apart from the initial three (gun, mines and bombs) you have to earn them. This is done by collecting power pickups from dead enemies. When you have completed a level you will enter an upgrade screen which takes the form of a printed circuit board. Here you select the weapon you want to get hold of and then use the power you've collected to reach it through its circuit. More powerful weapons have longer circuits so it could take several levels to reach the juiciest weapons.

Despite fewer levels and less fancy graphics, I recommend *ViroCop*. A bit repetitive at times but the design and gameplay shine through making this one of the best shoot 'em ups currently available for the Amiga. ■

Alan Dykes

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

87%

Base Jumpers CD32

■ Price: £19.99 ■ Publisher: Grandslam © 0181 680 7044

This is definitely an original idea as, unless I'm greatly mistaken, this type of game has never been seen before. A base jumper is basically one of those loonies who decides that the only decent sort of sport is one that is likely to endanger their lives. The object of the game is to make your way to the top of a structure and in the process kill the security guards, ninjas and fluffy bunnies which try to impede you. Once you've reached the top then jump off and freefall or snowboard (on the mountain levels) back down again.

On the way down you have to dodge obstacles such as flagpoles and piping while on the snow-boarding level there are trees to avoid too. You also have the added bonus of being able to push your opponents in to these obstacles and then watch their body parts hurtle to the ground.



Within the game there are many sub levels which are accessed by jumping on to the heads of the guardians. Doing this releases letters which you can collect. For each bonus level there is a three letter code which is accessed by various combinations of these letters. The games that are included in these bonus stages are classics like Pong, Pac Man , Breakout and E-Type, real pillars of the computer games world!

The platform part of the game is nothing new, and Rasputin really could have made more effort to spice this part up a bit more. It plays very smoothly though and there are some nice easy puzzles along the way. The platform stages are really just there to ease you up to the base jump and don"t do a lot for the game.

Base Jumpers also has a four player mode and many of the bonus rounds have been upgraded so that they can be played in 4-player mode. The game also includes a very good soundtrack and you can choose which kind of music you want to listen to Rock, Classical or Opera.

Apart from the platform stages this game is good and should keep you busy. If you're a fan of of the old school games and fancy some thing different try this. ■

Adam Nunn

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

70%

ViroCop

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1. What does D.A.V.E. stand for?
2. Is the plural of Virus: a) Virus b) Viruses or c) Virii
3. Warner Interactive/Renegade market ViroCop, but who developed it?

OK, you may think that you'll never need a jacket again after the weather in July. Those lazy, hazy, burnt days of summer always lull us into a false sense of security. But then the Autumn showers come along and next thing you know you've got a cold.

Well, a cold is a virus and the best solution for these nasty little items is your very own *ViroCop* jacket. Specially designed to keep the cold out, these fine bomber jackets will undoubtedly be the height of fashion for shoot 'em up fans about town this Autumn.

They come in black only with a discreet *ViroCop* logo on the left breast panel. It's cool enough to create minor interest on the street, especially from those who have never heard of Graftgold's top beat 'em up and are wondering *"ViroCop? ViroCop?* have I missed a good movie or something?", and small enough to avoid making you look silly.

But the best thing about these jackets is that they are not made of shiny nylon! No, Warner Interactive are a snobbish bunch when it comes to clothes ... and lo and behold it has decent pockets too!

"So how do I get my hands on this high fashion garment then?" It's easy! Just answer the questions at the top of this page, put your answers on a post card and send them to ViroCop is Cool, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Rules: 1. The judge's decision is final, no correspondence will be entered into. 2. Final date for receipt of entries is September 20th. 3. No employees of Emap Images, Warner Interactive or Graftgold may enter. No more than one entry per person please.





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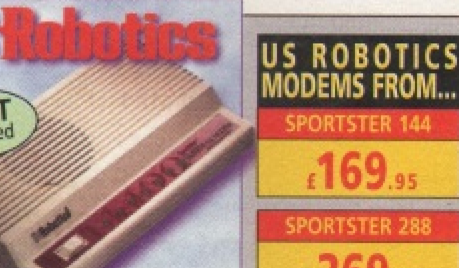


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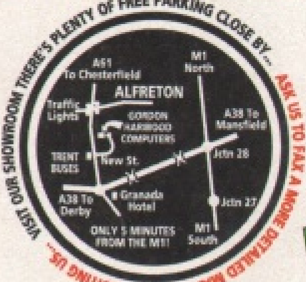
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Primal Rage Design Challenge

Win a brilliant Toshiba video recorder worth £500, or one of six runners up copies of Primal Rage!

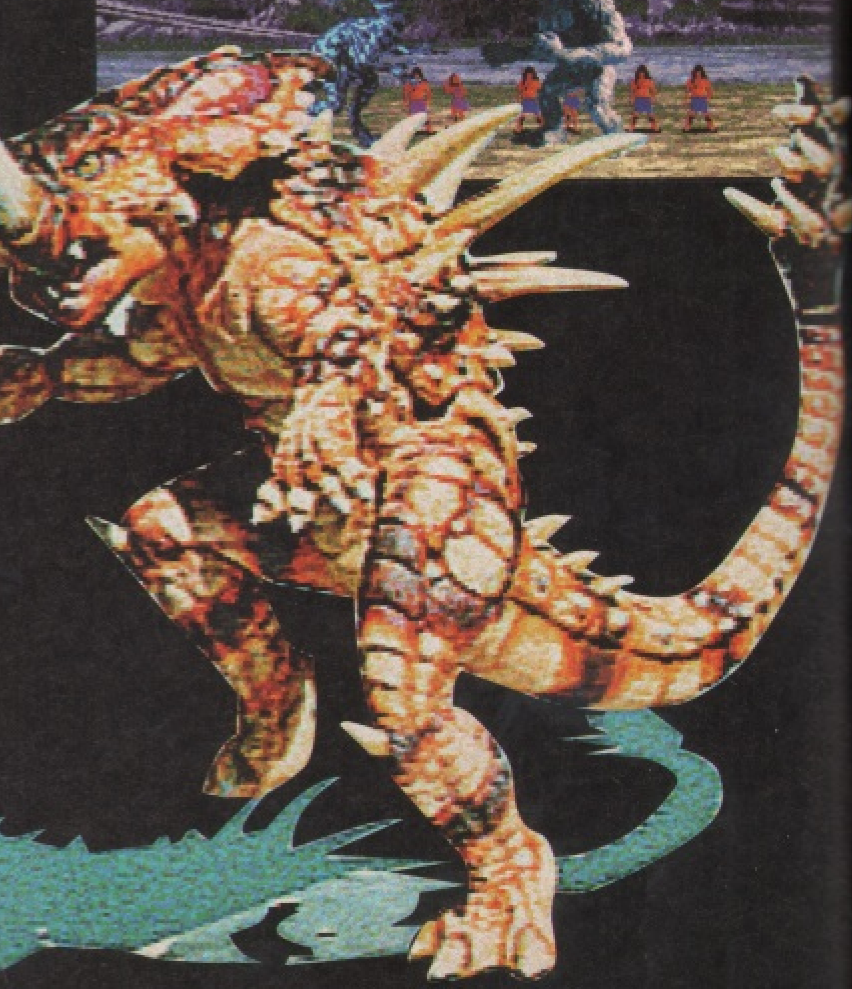


The top of the range Toshiba V855B is a four head Nicam Stereo video recorder. It's got just about everything you would ever want from a VCR including a camcorder input and two Scart outputs.

Time Warner Interactive had bad news for us this month: *Primal Rage* won't be released until November! Agggh! There goes our fantastic cover disk demo (which we promised you last month) and there goes all chances of throttling dinosaurs for another two months.

However, to make up for this, and to keep beat 'em up fans occupied in the meantime we persuaded them to give us a video recorder, some B-movies and promise copies of the game when it is released as prizes in a character design competition.

For first prize you get a top of the range Toshiba V855B video recorder, with twin Scart sockets audio out, mic in, NTSC playback and much more, worth £500. Combine this with a video of King Kong, to get you into a Primal Rage mood, and you're cookin'. Even if you don't win the video you could win one of six copies of Primal Rage and t-shirts.



How to win

Over the last few months we've been running work in progress articles on the conversion of Primal Rage to the Amiga. In these you will have seen screenshots and models with the various characters in *Primal Rage*. What we want you to do is harness all your productivity skills using *DPaint, Brilliance, Imagine* or whatever you like and design a new character for *Primal Rage*.

It can be an ape, a reptile or a dinosaur – it can even be a mammal like a sabre toothed tiger, just as long as it comes from the past and could mix it with the current batch of combatants. You will need to design it with four special moves in mind. These should use distinctive parts of the creature's anatomy to their best advantage. Submissions may be on disk or by printout and must be sent in along with the name of the character, a brief description of what they are and what their four special moves are.

The winning entries will be judged by the Editor and by a representative of Time Warner Interactive from the most original and interesting characters, and professionalism and presentation will be taken into account. All entries will be judged at expert or novice levels though, so even if you haven't quite got the hang of painting on your Amiga, but have a good idea for a character you could still win a prize.

OK, we realise that this may take some time to do, so you've got two months. 20th of October is the final closing date, and more than one entry per person is allowed, provided each entry has a different character.

Send your entries to Primal Designs Competition, CU Amiga Magazine, Priory Court, Farringdon Lane, London EC1R 3AU.



Rules:

- Employees of EMAP Images, Time Warner Interactive or Probe Entertainment may not enter this competition.
- The judges' decision is final and no correspondence will be entered into.
- Material is submitted at the owner's risk. Make copies of everything you send because we will not be able to return submitted material. Please do not send stamped self addressed envelopes for the return of your entry.
- It will be assumed that any material submitted is done so for competition purposes and can be used and commented upon for illustration purposes in CU Amiga Magazine and by Time Warner Interactive.
- Competition closes on 20th October 1995 and winners will be judged and notified of their prizes in November 1995.
- More than one entry per person is allowed if each entry supplied has a different character.



Snip Tips

MATT THE MEDIC

Welcome once again to Snip Tips, where we attempt to peel back the silky layers of games old and new. Thanks to everyone who's been sending in their tips — keep up the good work! And don't forget, there's a free bit of Hit Squad software for every one printed. Cheers

K240
Gremlin

People still seem unsure of how to access the ultra-hard aliens in this excellent action/strategy romp, so here's 'young Peter' to remind us all. Simply select to play a loaded game, but when you're asked for your saved game disk, leave the *K240* disk two in the drive and click the LMB. When the saved game list appears, click over slot one, which is entitled Babylon 5, and there you go. Double-gitted green boogies from Mars ahoy!

LORDS OF THE REALM
Impressions

A bloody useful, if slightly complicated cheat has come in from D Austin, involving some clever castle construction japes. Build the 'User 4' castle supplied in the game (the triangular one) and when it's built, go to 'Extend Castle' but (rather cunningly) actually make your castle smaller. It should be a smaller version of 'User 4' and consist of one small back wall with a small round tower at both ends, two small walls – one from each tower – meeting a small gatehouse with a small building inside. Click on the 'End Design Word' icon to build this new design and then demolish it straight away. Your stocks of stone and wood should now be up to about 60,000 tons! Huzzar.



▲ Ha ha, hee-hee a foolproof way of bumping up your stocks of stone and wood.



POPULOUS 2
Bullfrog

A trifle fiddly, this little cheat from Neil Moss, but well worth the trouble, so ... Select the Conquest game you're stuck on, locate the site of the enemies first house and then remember its location on the big map. Now quit back to the main menu and select Conquest game. Pick any old Conquest but make sure it's one where you have the spell that sends down the rain of fire. Once in the game, go to the location where the enemy house was in your 'real' game and cast the rain of fire spell. As soon as the fire appears, quit back to the main menu. Type in the password for the level you were stuck on, and as soon as you enter the game, the rain of fire will be there too. As long as you've positioned the spell correctly, the enemy should die instantly and you've won!

ATR
Team 17

Thanks to Gareth Dutton, you can all now enjoy the delights that the secret Space World track has to offer. Go to battle mode and select Forest World. Choose track two and race in a formula car. Let player one win all the races, and when you get to the title screen, select battle mode again. You should now be able to select the Space World. Groovy.

BLOODNET
Gametek

Thanks to Kristian Gulbrandsen from Norway for this clever little cheat, for which you will need a hex-editor (like Zap or AZap). Simply change both Pos. #1 and Pos. #2 to FF. This will give you 255 in energy, and 16,777.215 virtual dollars to play with. Nice one Kristian.

FLINK
Psygnosis

This is one of those tips that completely opens up the game, so I'd just like to warn you all that you should only use this game if you are REALLY REALLY stuck. It's a damn good game and I'd hate to see it ruined by a powerful cheat! Anyway, try this little doobie, courtesy of Martin Lewis. Start the game as normal and then press and hold the pad down and then the pause button. Release down, but keep pause held, and then press: Right, right, right, left, left, left, right, right, left, left, right, left. A cheat menu will now appear, allowing you to reset the level you are on with full magic and three lives, as well as allowing you to travel to any level. Have fun.





▲ The cheat supplied here for Flink should only be used if you are really stuck on the game as it opens it up completely.

COOL SPOT
Virgin

Tons of lovely cheats to play with here, thanks to Owan Davies from Bewdley. Pause the game and perform the following sequence to reach a bonus round: left, down, right, fire, left, down, right, up, fire, left, down, right, up, fire, down, right, fire, up, down, left, right, fire (phew!). Also, you can press 1-10 to jump to that level, F10 to go to the next level, F9 to return to level one, F3 to get six continues and F2 to move Cool Spot around the screen. ■

Gimme, gimme

If you have any top hints or cheats that you'd like to pass on, send them to: Snip Tips, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Adventure Helpline



VAMP

Some say adventure players are little batty. But there's no need to turn into a fruit case when you get stuck in a game. Turn to our beautiful queen of all things nocturnal she'll soon see you right.

Innocent Until Caught

In the art gallery I have shot the display case with the air gun and made a hole in it but I still can't pick up the sculpture. What do I do now? Also, how do I get the fly that the man at the zoo told me about? I have the jar of mayonnaise and the mushroom.
Vincent Gill, Glasgow.

My motto is: "If at first you don't succeed, forget it". No sense making a fool of yourself'. In this case, though, you'll find that you can recover the pellet and have another shot. Messing around with men's flies is not something that I normally recommend, however, once you have the jar of mayonnaise you'll find that you can use the lid of the jar to collect the fly.

Quest For Glory II

Help me out! (Or in the case of this game, help me in!) I'm stuck on the fourth elemental test to enter the Wizard's Institute of Technology. I can't get past the doorway with the flames behind it.
Truls Rostrup, Norway.

The trick here is to buy some incense from the healers. You can then use this to lure the fire away from the door and into the street where you can subdue it using full water skins. Once you have shown it who is boss, use the lamp to contain it.

Black Crypt

I'm on level three and I have the Mask of True Sight ...
Rachel Green, Milton Keynes.

Say no more. You have the mask, but you still can't see the invisible monsters which are kicking lumps out of your butt. Am I right or am I right? What you must remember is that you are seeing the view through the eyes of the leader of your party. You must make sure that the mask is worn by the leader or you won't see the monsters.

Manhunter New York

I can't get past day one on this game. I have collected all 12 keycards in the sewers and picked up the medallion at the cave, but I don't know what to do next.
Mike Brown, Hull.

This is the tricky, and not very logical, bit of the game. Go to Coney island and play the Kewpie Doll game. Make sure you knock down the three dolls in the same order as that shown in the video game. As the third doll falls, the stallkeeper will give you an inquisitive look and at that moment you must hit the tab key, select the medallion and show it to him. Now he'll think you are one of them and things will turn out fine for you.

Cruise For A Corpse

The time is 4:40 and I am stuck! I know that at 4:50 a screwdriver will appear in a barrel in the engine room. The code at the mermaid is 21a, does that help?
Jeff Minchin, Nottinghamshire.

I assume you have been to Hector's room and heard his dying words. Now go along to the kitchen and check that the cook has gone. Nip inside and take the can-opener. Lift the hatch to find the hoist. Take a trip down into the ship's hold. Take a crow-bar and use it on the loose plank. Take the reel of film. Now use the crow-bar on the middle crate. Take one of the cans and use the opener on it to reveal a hand grenade. Time now to go to the engine room where you'll find the elusive screwdriver.

While we are looking at this game I'll also help out Sean Talbot who is stuck at code 8b. Go to the top deck, port side and knock on Father Fabiani's door. Once inside the holy gentleman will tell you some useful information about Aunt Agnes. Watch the flash-back scenes, then walk down the deck outside Rebecca's cabin. Take a peek through the porthole to see what Tom's up to.

Police Quest 2

I am stuck at the part where Bains is in the hotel room with my girlfriend. Everytime I try to kick the door open I get shot.
Rachael Kirk, Glasgow.

Have you ever heard of a wonderful device called a key? If you had a key you wouldn't have to kick the door open.

The second thing you should realise is that there is nobody in the room. What's killing you is a booby-trap, set to fire a shotgun when the door opens.

Once you have shown your badge and mug shot at the reception desk, you must radio for a search warrant. Show this to the receptionist to get the key. Stand to the side of the door to avoid the bullets when you unlock it.

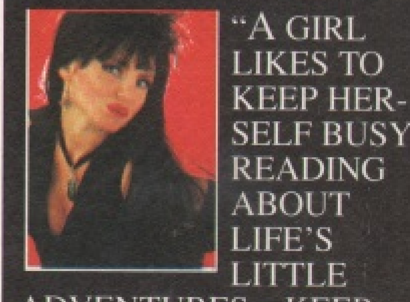
Beneath A Steel Sky

I have been thinking of writing to you for some time, but not many girls seem to write to you. (That's because most girls are smart and don't need my help – Vampyra). I can't get off the first level in this game although I've got the plastic explosives, the crowbar, ID Card, sandwiches and glasses. I think I need to get the light bulb out of its socket, but I can't.
P.S. I have the spanner stuck in the cogs in the factory.
Louise Thompson, Rutherglen.

For a start you must retrieve the spanner from the works. You need to use the spanner on the two jammed buttons in the room with the light bulb. Then tell Joey to press one of the buttons while you press the other at the same time. Now you can get on with retrieving the light bulb. Hint: you can set off plastic explosives with a pulse of electricity.

Also, Thomas Mitchell from Maidstone is also stuck on a box in a dirty room in this game. What he needs to do is first use the crowbar and then use the secateurs. The secateurs are in a locked shed which is near Eduardo the gardener. ■

Got a problem with an adventure game? Vampyra has the answer. Get your conundrum onto paper, and send it in to Dear Vampyra, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.



"A GIRL LIKES TO KEEP HERSELF BUSY READING ABOUT LIFE'S LITTLE ADVENTURES – KEEP SENDING THEM IN."

Valhalla Before the War



Evil is as evil does. Or so we find out in the third part to the complete solution to this gripping adventure.

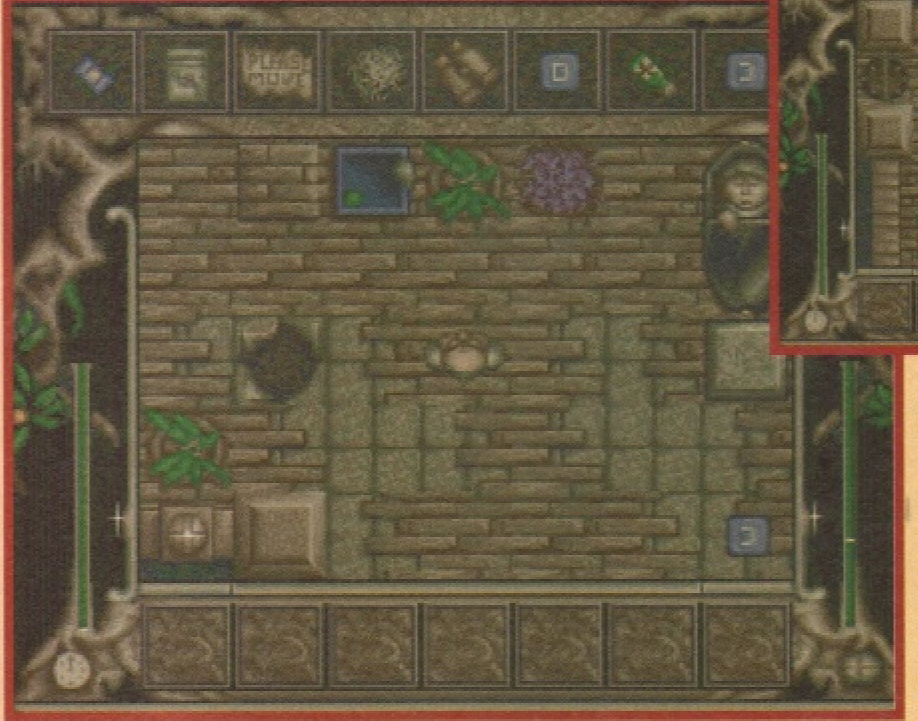
You start off level three standing beside a door. There is a key nearby and the logical thing to do is insert the key in the door. Do this and you meet the first ghost of level three who floats over to a lever nearby, locking the door you have just opened. He then disappears back through a hole in the floor leaving it gaping open. At the moment you do not have anything you can use to cover over this hole, so you have no way of keeping him in there.

So, the best option is to leave this ghostie and go off and explore the room you are in. There you'll meet the mummy who won't talk to you and the vampire who wants his well done (whatever that means). If you operate three floor tiles you'll find some stamina, a box of matches and a chest key. Take the bag of cement and the piece of paper which says 'please will you move'. Put one of the toy blocks that are lying around in the toy box. Another ghost will pop up and block the doorway.

It's a trap

Pulling the lever beside another locked door will let you into another room where you can put your cement into the cement mixer. Pick up some pebbles which you can change into sand on the grinding machine in the first room. Put the sand in the cement mixer and go to the second room. Here you will notice the ghost trap, a conveyer belt operated by a lever and a floor tile which you can operate to find a stick beneath it. Beyond the trap is a slimy river which takes away your stamina, so be careful. Find a chest that opens with your key. Take the piece of guttering that you find and on the way back pick up the binoculars and the extra stamina.

Put the guttering down between the cement mixer and the water barrel. Operate the tap on the barrel and operate the cement mixer. Grab the cement that now appears next to it and return triumphantly to the hole in the first room which you can now plug up for eternity.



▲ Make sure you pick up the piece of paper which says 'please will you move'– it will come in handy later.

When you try to leave this room you bump into a zombie who refuses to move out of your way even when you ask him nicely. Insert the stick in the hole nearby and operate the lever to gain access to a room with a hoover in it. Operate the floor tile to take the piece of paper which says 'where is M?' Take the portable ghost traps and the stick that looks slightly different to the sticks you find to open doors with.

You are now fully equipped to dispose of the playful ghost in the first room. Put the trap down between the toy box and the door, then put an alphabet block in the toy box. The ghost appears then promptly disappears into your trap. It would be a good idea to empty your trap into the permanent ghost trap near the conveyer belt so you can use it again. Return to the room you have just gained access to and speak to vampire who tells you to find his wife. Operate the floor tiles and take a chicken egg and a fly and then return to the first room where you can put the fly in the cobweb to get a temperamental spider that turns into a chest key each time you put him down. He obviously needs stabilising treatment of some kind so put him on the molecular stabiliser next to the mummy nearby. He changes permanently into a chest key and the mummy informs you he is in shock. He must have a weak stomach.

Heartache

Open the chest near to where you found the pebbles and take a second stick. Go back to the river of slime near to where you began the level. Make sure you have plenty of stamina then set off down the right-hand fork of the river. (This is your right not Infinity's). At the end of the river insert the stick into the hole and pull the lever, this opens the door in to another room.

▲ Put a toy block in the box and a ghost appears.

Inside this you can drop your unusual-looking stick and fashion yourself something which resembles a stake. Pull the lever in this room to gain access to a shortcut which means you can avoid the slime river. Return to the unsuspecting vampire in the room you began the level. Drop the stake on his coffin and take the teeth which you get in return. Put the teeth and the box of matches in the tomb of Arson Molar in the room where the conveyer belt is and take the angry potion.

Raised voices

Go and face the stubborn zombie who blocks the passageway, drink the angry potion and look at the piece of paper that says 'please will you move'. Being a timid soul he disappears at the hint of raised voice so you can get to a small courtyard where yet another zombie blocks your way. There is a vampire here also, who takes your stamina each time you try to take the calendar day that is on his coffin. Take the bell and the music sheet then return to the room where the wifeless vampire lives and put the binoculars and the music sheet on the tomb of 'Brahms Seeformiles'. Take the door key you receive in return.

Go back to the locked door in the small courtyard and open it with your key. In here you'll notice



▲ This mummy wants you to play him a tune. Have a go at making a little ditty with the two bells on the altar.

▲ Keys seem to be the reward for most things in this level.

another ghost. Put the ghost train down between the telephone and the spectre. Operate the telephone that is nearest to the door. He obediently dashes over to answer it and in the process disappears inside your trap. In this room you can put your 'where is M?' piece of paper on to the book of names and take the new piece of paper which says 'Where is Mestophiles?' Take the tape and Cupid's bow which are also in this room.

Go and face the zombie in the small courtyard then ask him where Mestophiles is. He is so scared of the great one's name he vanishes into thin air allowing you to pick a second bell, a piece of paper which says 'Is there anybody there?' and get in to the other room. In this room you'll notice three altars with hammers attached to them and a mummy who says 'play me a tune'. If you leave the two bells on the altars and operate a lever, the hammer will play a tune on the bells, you are missing one, nothing will happen yet. Pick up the santa hat and which will allow you to operate the lever allowing you access to a strange room where the two objects inside constantly evade your grasp. From here you can reach another room where another ghost lurks near a television, take the tennis racket nearby.

A real chicken?

Return to the room where the cement mixer is and put a chicken egg in the nest, the chicken wanders off and sits down. Put the tape in the tape recorder and operate it. The sound of a barking dog blasts out and frightens the chicken who makes a sharp exit, leaving behind a dome of its feathers. Put these beneath the conveyer belt so that when you pull the lever, the object that upturned glass that flies up in the air makes a soft landing on the feathers and doesn't smash.

Go to the room where you may have noticed a ouija board. Put the upturned glass on top of it and look at the piece of paper that says 'is there anybody there?' The glass slides over the word yes and the chests open allowing you to take the hoover bag and the stethoscope. Put the stethoscope and Cupid's bow on Doctor Love's tomb in the small courtyard to get a third bell. Put the bell on the third altar and operate the lever, you hear a short tune and the mummy rewards you with a key for the door next to him. Unlock this to discover a maze filled with a river of slime.

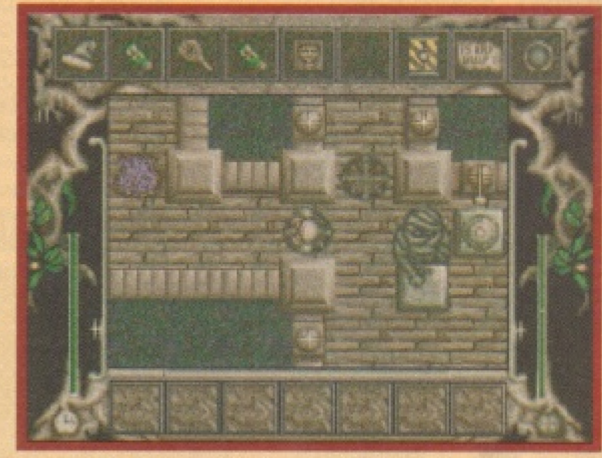
All you need to get through the maze is plenty of stamina. At the end you find a key which fits the locked door in the room with bells in it. This is the door to the Mestophiles' chamber. Stand on the pentagram and look at the piece of paper that says 'Where is Mestophiles?' and the evil one dutifully appears. Look at him and he asks you to find his ring. Take the chalice from this room, the flower and the piece of paper which says 'I wish I was in Kansas'. You may have read about Susan the Zombie with hay fever who only materialises when she sneezes. She is hiding in the room where there are telephones so go there, put your flower in the vase there and she will appear with a violent sneeze.

Look at the zombie and she will inform you that she wants to look like you. Travel back to the room with the ouija board in it and fill up the chalice with brandy from the barrel. Deliver this to the mummy who is in shock and he will give you a potion of thieves. Drink this in order to take the calender day from the stubborn vampire in the small courtyard then take your prize to the room with the hoover in it. Put the hoover bag in the hoover then put the calender day on the altar where you found the book about the vampire's wife. When she appears operate the hoover and she is sucked inside the hoover bag which you can remove.

Deliver the full hoover bag to the vampire who asked you to find his wife, he rewards you with the mirror spell. Take this down to the zombie who wanted to look like you and drop it in the square in front of her. She transforms into your double and returns Mestophiles' ring. Take this to Mestophiles who rewards you with some mistletoe and tells you to prove that you are evil.

Innocent until ...

Put the mistletoe and the santa hat on the tomb of Nicholas Kiss, take the invisible potion. Take the invisible potion. Drink this so you can creep up to the objects that keep jumping out of your grasp in the room near the bells. The objects are a piece of paper with the word 'innocent' written on it, and a telekinesis potion. In the courtyard you may have noticed a potion which is too far away to be reached. Drink the telekinesis potion and look at the piece of paper which says 'will you move please', the potion that sails towards you is a potion of evil.



▲ Hmm let's see what do I have here? A ghost trap, a piece of paper and lots more.

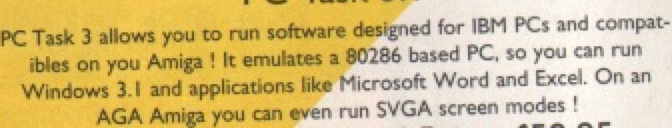
Go and stand on the pentagram nearby and look at the piece of paper which says 'I wish I was in Kansas' and you are magically transported to a room where a zombie is on trial for stealing some pebbles. Look at the zombie and the two mummies inform you of the charge and then ask you what your verdict is. Look at the piece of paper that says 'Innocent' under the influence of the potion of evil. However, instead of saying innocent you say guilty and the poor zombie is instantly executed, nothing remains of him but a piece of zombie face which you can take.

Deliver this face to Mestophiles to prove how evil you are, he rewards you with the book 'Wuthering heights' then asks to give him your soul. Put the book and the tennis racket on the tomb of Martina Bronte and take the TV aerial. Make sure your ghost trap is empty then head back to the room where the ghost and the television are located. Put the ghost trap on the floor between the ghost and the television then put the aerial on top of the television. The ghost will be swallowed up by your trap allowing you to take the key that was behind him.

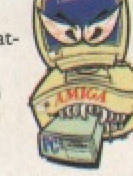
Deposit him and the ghost trap in the conveyer belt room, this results in the trap exploding, move out of the way and you will notice a drop of your blood on the floor. Return to Mestophiles chamber where you can now unlock the door and see the imposing soul stealer for the first time. Put your blood on here to bring the machine to life then hold your breath as you are stripped of your soul. After the soul stealer has done its worst you can pick up your soul and deliver it to the Mestophiles who informs you now have the power of evil, enough in fact to murder your beloved brother. ■

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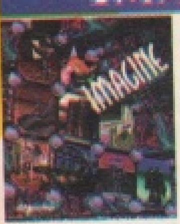
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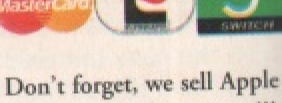
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Get Serious

Horgan's Organ

In absentium



I just love writing things for other people while they are on holiday. You can almost get away with anything because by the time they get back it's been printed and there's nothing they can do about it. For instance, I could say that Tony Horgan's PD scene is really rubbish this month and there's nothing he could do about it. But that would be a lie. There's rather a lot of wicked games and demos in PD Scene. PD Utils ain't half bad either with some excellent Amiga Guide references gracing its pages.

But the most exciting thing this month has to be the Zip drive. A

How to turn your Amiga into a PC, the first exclusive zip drive review, a beefed up power supply, an excellent audio mixer and lots more.

The Zip Drive!

■ Price: £179 ■ Developer: Iomega Technologies ■ Supplier: Fourth Level Developments © 0117 985 4455



100Mb floppy drive? Surely not! Well, yes it's true and to prove it here's an exclusive review. Ladies and gentlemen, the Zip ...

Data storage is one area where you can witness the development of technology over time.

In my teenage years I remember waiting an age for programs to load off my humble tape drive. I also remember being impressed at the massive 170K floppy drives of the PET and then going on to purchase a 1541 floppy drive (that weighed more than the computer) for my C64.

When I bought an Amiga 1000, I was taken with the 3.5" floppy drive – a whole 800K on a tiny little disk and boy was it fast. But technology seemed to stop at the floppy drive, until now that is.

Finally, something has come along to replace the floppy disk, or at least something with the promise of doing so. We moved mountains, bribed governments and sold our luncheon vouchers to Lucifer to bring you this exclusive CU Amiga Magazine review. Come closer friend, behold the Zip drive!

The Zip drive is a miracle of modern storage technology which has been made cheap enough for everyone to afford, or so says Iomega the Utah based manufacturers. Basically it's a 100Mb 3.5" floppy disk, with a bright shiny blue drive and access speeds more akin to a hard drive than the floppies of old.

A physics lesson ...

Based on a phased magneto optical mechanism, the Zip stores data at extremely high density by hitting the opposite side of the disk to the read/write head with a laser. The laser heats up a tiny point on the disk and brings it closer to the Curie point (a temperature where little or no magnetism is required to magnetise a disk). This makes it possible to record information precisely and in much larger amounts than would normally be possible.

This principal of magneto-optical recording enables the Zip to fit large amounts of data on a relatively ordinary blank media which doesn't have to be too special or expensive. This means that they can put Zip disks out for around a tenner each – that's 10 pence a megabyte!

Getting connected

Connecting the drive to your Amiga can be done in one of two ways. It comes in both parallel and SCSI formats but currently the Amiga has only drivers for the SCSI version. Fourth Level Developments told us that they were developing drivers for the parallel variant which is good news for many as it will do away with the need for a SCSI interface altogether. Obviously SCSI will be the quicker of the two, though the parallel version should be no slouch when its drivers are complete.

Run baby, run

The Zip runs like a slowish hard drive. Our unit came supplied with Fourth Level's AmiFileSafe filing system (see the review on page 72). Bundling AFS with the Zip is a great idea because it performs much better when the disks are formatted and partitioned using this as opposed to Commodore's standard FFS.

For example, dismounting disks was no problem when AFS was used. Once a disk was ejected its icon disappeared from the Workbench. With FFS there seemed to be some confusion, with the icon remaining on screen.

Speaking of ejecting, the Zip has an electric mechanism rather than the Amiga floppy's mechanical mechanism. It has a button on the front that nicely asks the Zip to eject its disk and it can also be done with software if required. No doubt this helps the mechanism stop spinning safely before ejecting



▲ There she is – one neat little package packing a whole lot of power, sitting on our A4000.

the disk which prevents damage.

Positioning the drive at your Amiga's side is also made easy since it can be laid flat like a normal floppy drive, or sat on its edge, resting securely on inlaid rubber feet. The drive is surprisingly light and seems a bit flimsy as it is entirely constructed of plastic. However, the rubber feet grip surfaces well enough so it doesn't slide around when inserting disks.

Somewhat alarmingly, the innards tend to rattle a bit when the drive is given a gentle shake. This may be part of some suspension mechanism though.

The disks themselves are about the thickness of two ordinary 3.5" units. The shutter exposes a small hole on the end of the disk where the head in the drive slips into when the disk is in place. Once again this is more like a hard drive than a conventional floppy because the head can actually be 'parked' in a safe place when the disk has spun down, either while ejecting or in Auto-Sleep mode. These disks looked better sealed for dust than normal floppies, and I imagine this is much more critical because of the way they operate.

SCSI compatibility

We tried a variety of SCSI controllers with the Zip: A Squirrel on the A1200 and an internal SCSI on the A3000. On each a mount list needed to be set up and the unit mounted in the startup sequence or dragged into the DosDrivers drawer. Using AFS disk changes were no problem but when FFS was used, a separate PD utility was required to automatically change disks. It's called SCSI Mounter and comes with the Squirrel A1200 SCSI.

So if AFS is so good then why would you want to use any other file system? One possible reason could be cross-platform porting. If the Zip is mounted using CrossDOS, the disks can be used in the Amiga and a PC.

Speed!

Disk speed benchmarks rated the drive at a shade under 1MB/s sustained, which is faster than many older hard drives and perfectly adequate for what the Zip is likely to be used for. Disk head stepping and drive noise is virtually non existent too.

Upon inserting a disk its spin up time is surprisingly short, shorter than a Syquest, for example, probably the Zip's nearest rival.

Interestingly, when you get it the disks are already low-level formatted and have their bad blocks (if any) marked as invalid. The drive then keeps this updated so you need never worry about that aspect.

Even if there are bad blocks the disk size will stay the same because there's a 1.6Mb area held in reserve where the drive will automatically salvage any bad blocks found. This all happens in the normal course of operation: That is a major feature and though we weren't able to test it, it's reassuring that Iomega have gone to such lengths to protect your data.

Another up-shot of the existence of a low-level format is that new disks can quickly be formatted with the standard WB Format utility.

One problem, however, was that the SCSI boards had a hard time figuring out what to do about the Zip drive on boot-up. If a disk was present then there was no trouble, but otherwise it could hang the boot procedure. One solution was to mark a HD with a lower address as the last in the SCSI chain (which is a special setting) using some prep software. That stopped all confusion and the drive sprang into life when mounted via the startup-sequence with no problems.

Conclusion

At a ridiculously low price of £180, the Zip drive is virtually an essential purchase for anyone needing more storage of some description. No more installing software off your secondary storage onto hard drive. You can leave it installed on the Zip! Simply inserting a disk for whatever application/s you want to run and using them right off the disk is perfectly feasible.

The competition has been scurrying to get products out to compete with the Zip, but at the moment it has no real opposition. Syquest rushed out the EZ drive last month but it's still more expensive and bulky: when it comes to portability, there's nothing to touch the Zip.

It's a cinch to toss the drive and a few disks in your bag and nip over to your mate's place. Just think, no more stacks of floppies. Indeed the entire Zip drive and cartridge weighs in at 510 grams. A floppy and the equivalent mountain of blanks weighs 3.3 kilograms!

At a tenner per disk (this is what we were quoted, though the final UK price has yet to be cast in stone), it's no wonder that supply outstripped demand and the world temporarily ran out of blanks. Representing astounding value for money, I could easily recommend a Zip drive instead of a new or larger hard drive for many users. ■

Mat Bettinson

Ami-FileSafe on the Zip drive

The unit we reviewed is a rebadged Zip drive from Fourth Level Developments. Whilst it may be sourced from other suppliers and can still be used with the Amiga, the Fourth Level package sports a couple of major enhancements, making it well worth taking into consideration. The first of these is Ami-FileSafe (AFS). This has been reviewed on page 72 in this issue and it allows more data to be stored using this or any other drive. It's also safer and faster than the Amiga's native Fast File System. The second enhancement is their custom drivers which squeeze out extra performance. Lastly, a bundled version of their MO-MIGA tools which were designed originally for a 1.2 Gig magneto-optical drive of the same name are included too. Having attempted to use the drive without this custom support software (especially AFS), we're well aware of these utilities' value. If you have already purchased a Zip drive from another company, Fourth Level developments sell the software separately. Give them a call on 0117-985-4455.

Technicalities



For those who enjoy such things, the nuts and bolts of the Iomega Zip drive are as follows: The Zip drive is powered by an external 5 volt plug pack. The drive weighs in at a 454 grams and it consumes around 5 Watts in normal use. The recording method is RLL or Run Length Limited recording and uses Reed Solomon code to detect any read/write errors just like CDs do. Disk rotation speed is 2491 times per second which is around half that of a hard drive. It takes about 1.5 seconds to spin a newly inserted disk up to this speed, during which a LED flashes until it gets there and becomes ready for use.

The electric ejection mechanism has an 'emergency eject' pin hole at the rear of the drive to obtain the disk in the event of a power failure. Iomega rate the Zip 100's service life at 5 years and the same for the blank disks. The shelf life of the disks is estimated at 10 years and are guaranteed to survive if dropped from a height of three meters or less (!). The SCSI version has a data transfer rate of 1.4 Mb/s and the parallel version 500K/s. The Zip drive also certifies media and maps out bad blocks on formats. It has several error recovery mechanisms too. Also present is an Auto-Sleep mode where the drive will spin down and park the heads after a given time (set via software) to conserve power.

ZIP DRIVE

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

system requirements:
SCSI Interface.
(Or wait for parallel driver)

ease of use 95%
Plug into the SCSI bus. Mount and go. Simple as that.

performance 95%
100MB floppies? That's what I call performance! Dead nippy too.

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Ten pence per megabyte is nothing short of miraculous.

OVERALL
Heaven is a small blue box.
96%

Goliath Power Supply

■ **Price: £44.99** ■ **Supplier: Datel Direct ✆ 01782 744707**

Commodore's power supplies come in all shapes and sizes. They vary from the original large heavy supplies with a conventional transformer, such as AC/DC plug-packs, to the smaller modern switch models entirely filled with epoxy potting mix to discourage home repairs. They all have one thing in common though – they tend to die if you try to run a few too many hardware add-ons.

However, Goliath with its 200W capacity compared to Commodore's standard 60W should put an end to this annoying habit. You should never need to worry about having your power supply dying because this one seems more than capable of doing the job.

Finally a company has capitalised on the cheap price of standard PC units and produced the mother of all Amiga power supplies with one of these beasts at its heart.

Housed in a solid smart beige metal case, the Goliath sports a pass through power socket for your monitor, so you can stick this on your desk and use a single switch to fire up your entire system.

It's simple to use – the AC power leads and fan (yes this unit is fan cooled) face the same way as the power switch so if placed on your work top, you reach behind for the power switch. Unfortunately, the DC lead to the Amiga is barely 1m long. That means the Goliath has to be positioned rather close to your machine. This isn't really a problem and it appears that Datel, might have already intended this as their press shots of it only ever show it beside the monitor.

At £45 Goliath isn't that cheap but it's not much more than the cost of a replacement power supply. And it has the added bonus that if you aren't drawing near its capacity (who will?) then it will be much less susceptible to small power drop outs. In fact we flicked the wall socket switch on and off quickly and the A1200 connected didn't blink an LED.

Also as it is a large sophisticated electronic supply, it handles surges better and will shut down if things go drastically wrong.

If you're still in any doubt about his product take a look at the bottom of your power supply. Compare the ratings with the Goliath's 5V 20Amp and 12V 8Amp rails and you'll see why you need never worry about power again. The Goliath is recommended for anyone who's wants to tackle their power problems for once and for all. ■

Mat Bettinson

85 %

Siegfried Discology

■ **Price: £39.99** ■ **Developer: Siegfried Software** ■ **Distributor: Siren Software ✆ 0161 796 5279**

In the 80s there was a wealth of colourful and noisy disk copiers all sporting turbo mega deep nibble copy modes from hell. Then software companies got wise and moved away from disk based copy-protection and introduced manual protection codes and other anti-piracy devices. So with this in mind and the fact that the need for disk copiers is not so great anymore it's surprising that Siegfried has produced yet another disk copier.

The set up is very similar to those copiers from the 80s with a custom GUI and requesters and it has a bunch of sound modules which you can play while doing the biz. How ridiculous. If I wanted to play modules, I would load a module player!

On the bright side, however, *Discology* has some rather nifty features such as checking for viruses on the fly while making disk copies or copying to a DOS file for backups to HD etc. It even has provision for copying disks over a serial links though fortunately only for standard DOS disks or it would blatantly look like a pirates tool. Even so it is rather pointless because you could use DMS to do exactly the same.



▲ **With the aid of a hardware dongled fitted between Amiga and Disk drive, Discology is supposed to duplicate copy protected disks.**

I thought I'd test it out by throwing a few oldies at it such as *Lemmings* and *Apidya*. I tried all the modes from standard to deep and it couldn't copy either. The manual mentioned that some drives may be out of spec and this could lead to bad copies so I swopped external drives and the internal drive and tried again. Same result. Then I tried hardware synchronisation and with no exaggeration it took about 15 minutes per track to copy! Oh goody, only another 79 to go. However, I left it running overnight and tried the disk in the morning. It still didn't work. I ended up getting the game to copy a lot further (but still no final results) by using a PD disk copier with no added hardware.

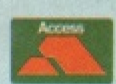
At the end of the day *Discology* is an outdated package that's not up to spec in exactly what it's supposed to do ie copy disks. Best to avoid it. ■

Mat Bettinson

41 %

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Ami-FileSafe

■ Price: Pro - £69.75 User - £29.75 ■ Supplier: Fourth level Developments © 0117 985 4455

Is it possible that a software solution can make your floppy and hard drives faster and safer? Is FFS really holding us back that much?

Back in the pioneering C64 days, Commodore tape and disk drives were comically slow. A 64K game would take almost an *hour* to load with nothing but a sky blue screen to keep you entertained. Rather quickly some clever programmers created their own filing system that ran at 10 times the speed of the Commodore system. Back then they were known as fast loaders and usually littered the screen with colourful 'raster' patterns to reassure you that something was actually happening.

Fast loader

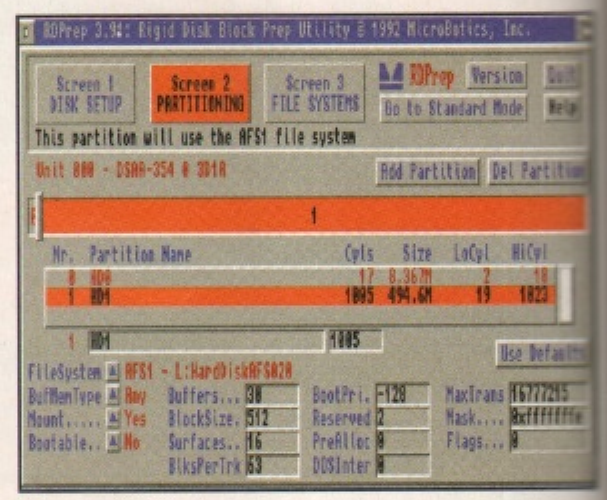
Fortunately the Amiga's 3.5" drive was lighting fast compared to the C64 drives. However, there was room for improvement and this came in the form of the Fast Filing System (FFS) which was introduced with Workbench 2. FFS was faster, and could fit more data onto disks of all kinds. The first and only third party filing system was Professional Filing System (PFS), for floppy and later hard drives. It failed to catch on in a big way due to bugs and limitations, despite the amazing increase in performance it offered.

Enter AFS

The Dutch author of PFS, Michiel Pelt, teamed up with the UK's Fourth Level Developments to rewrite PFS from the ground up and the result is the Ami-FileSafe file system or AFS for short. Version 1.0 was never released, but now Version 2.01 has come of age and been released to the public as a commercial package.

AFS consists of a single disk with a 34 page page A5 manualette. Floppy drive installation is dead simple since the installer handles copying the relevant files onto your Workbench volume after prompting which CPU version is applicable. 68000 and 68020 versions are supplied.

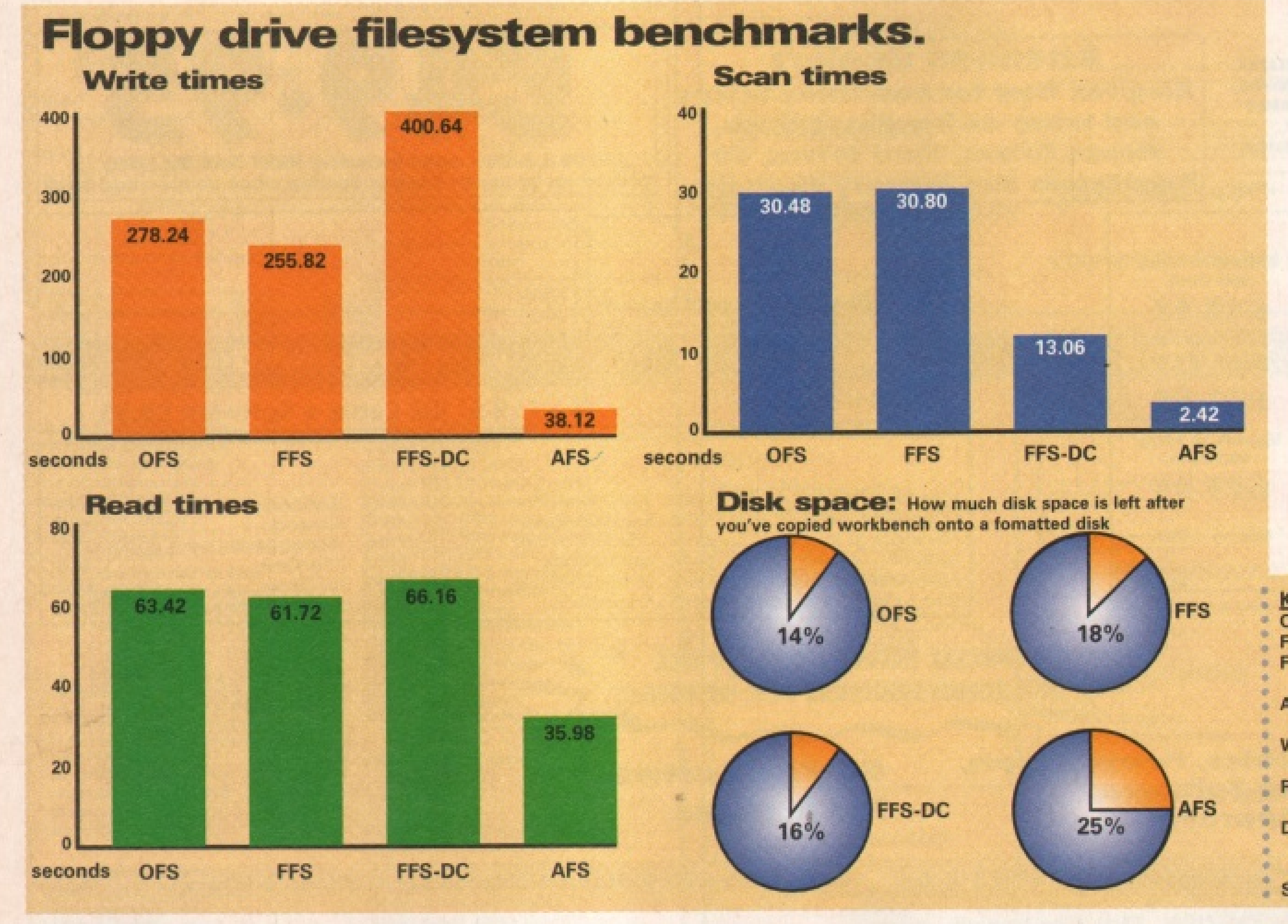
Clicking on a DOS driver icon such as 'AF0' will mount the internal floppy as an AFS. Just like using Cross-DOS, if an AFS disk is inserted, the DF0: icon will appear as an NDOS disk and vice versa. Performing some basic floppy benchmarks on disks formatted with OFS/FFS and AFS produced some startling results. If you don't need to share data with other machines, AFS makes using floppies a pleasure when compared to the annoyingly sluggish noisy throb of FFS. Directory scans are much much quicker, read and write times much faster and best of all, AFS floppies hold more data. Gosh, hard drive snobs may even find floppies usable with AFS!



▲ Grab of RDPrep in full swing.

On hard drives

The hard drive file system again comes in both 68000 and 68020+ guises. The manual explains rather concisely how to install AFS on a hard drive partition using the standard HD Toolbox. The procedure used to involve re-formatting an entire partition. However during the course of tests, Fourth Level sent a Beta copy of a program to convert FFS to AFS in one hit. Written by Holger Kruse of ReOrg fame, It worked quickly and faultlessly for us. It will be included in both AFS packages by the time you read this and is a very welcome addition.



Key:

OFS-	Old file system
FFS-	Fast file system
FFS-DC-	Fast file system with directory cache enabled
AFS-	Fourth Level Development's Ami-FileSafe 2.01
WRITE-	Write Workbench disk from RAD to device
READ-	Read Workbench disk from device to RAD
DISK-	How much disk space is left after you've copied workbench onto a fomatted disk
SCAN-	Directory scan all

Ami-FileSafe 'User'

Fourth Level Developments received complaints about the high price of AFS-Pro from users that were very interested in the product but felt it was out of their price range. Subsequently they have released a special Ami-FileSafe 'User' version without the Multi-User file system support and a maximum hard drive size of 650Mb rather than the full 2 Gigabytes of the Pro version. You may also only use AFS on one hard drive. The new £29.75 price point represents excellent value for money and it's nice to see a developer listening to the people who buy and test their products.

In use

As you can see in the disk speed tests on the opposite page, AFS is a *lot* quicker than FFS. The other main attraction of AFS is safety. 'Disk is not validated' is a common error message with the standard Amiga filing systems. This happens when the Amiga crashes or is reset whilst updating its disk structure (such as half way through saving a file for example).

AFS doesn't invalidate disks. During the course of our tests we reset whilst writing files, powered down when the buffers were being flushed and pulled the SCSI cable out of the drives. This is just asking for trouble, but not *once* through all these heinous eye watering tests could we corrupt the AFS partitions! The worst that happened was that the last file being written disappeared (which would have been corrupt in any event).

AFS also stores more on a disk because it's not limited to using a minimum of one disk block per file. For example, writing a 2 byte file to disk would use 512 bytes with FFS. AFS would use slightly more than the 2 bytes but it uses the blank space in the last block for the *next* file to be written. Fantastic.

Something else we noticed was that when several programs are accessing the partitions, there's much less drive thrashing.

Conclusion

AFS produces such a positive impact on hard drive performance that it can represent better value for money than a faster drive or controller. That's not even taking into account how much more robust AFS is. Fourth Level's claims Ami-FileSafe is "the new de-facto standard Filing System for your Amiga" seemed brash at first. Now I'm sure it deserves to become the new standard, but at a shade under £70 the 'Pro' version is too pricey for average users.

Luckily, the cheaper 'User' version with the lack of Multi-User FileSystem support and a maximum HD size of 650MB may be adequate. For what it offers, it can't be beaten at only £30 with an upgrade option for later. It is very likely that AFS will become the new file system standard in time. I can't wait to give it a spin on the long awaited 100MB floppy 'Zip' drive.

AFS is without a doubt a ground breaking product. Wouldn't it be nice if a future operating system had this built-in as standard? How about it Escom? ■

Mat Bettinson

AMI-FILESAFE 'Pro'

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Works on all Amigas. Recommended for those with hard drives.

ease of use..........95%
Simple procedure to install then forget about it.

performance..........96%
Can anything be better? Truly outstanding product.

value for money..........75%
Too expensive for casual users. Damn near essential for the serious.

OVERALL Fantastic product. Faster, safer and more drive space. **89%**

AMI-FILESAFE 'User'

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Works on all Amigas. Recommended for those with hard drives.

ease of use..........95%
Simple procedure to install then forget about it.

performance..........91%
No Multi-user File System support. Max HD size 650 Mb. One hard drive only.

value for money..........89%
Same price as the average game, invaluable for those looking for extra drive performance and peace of mind. Get it Now!

OVERALL The lower price tag makes this an essential purchase! **92%**

Little Gem MicroMixer

■ **Price: £69.95** ■ **Developer: Gillett MultiMedia**
■ **Supplier: Gillett Multi Media © 01353 669 203**

Give your Amiga's sound the treatment it deserves, with a new pocket sized mixer.

If you've ever tried recording Amiga music onto a cassette, you may well have been disappointed with the results. The Amiga is capable of some amazing audio feats, but it does need a bit of coaxing to get it to rival 'professional' music systems. The Little Gem Micro Mixer is just the thing to bring your Amiga's sound out of its shell.

The Little Gem is a mixer that's been designed specifically for the Amiga. It sits between your Amiga and your amplifier (or your main mixer). There's an input and output socket for each of the Amiga's two channels, so the left and the right channel can be processed independently.

The main problem in recording Amiga sound just as it comes, is that two tracks are panned hard left, and the other two hard right. The pan controls on each of the Little Gem's channels allows you to adjust the stereo position of both.

There's also a low and high frequency control for each channel, offering a substantial 12db of cut or boost. The high frequency control can be used to reduce noise and hiss, or brighten up sounds such as cymbals and drums. The low frequency control is calibrated to act primarily on the lower end of basslines and bass drums, but can also give subsonic frequencies quite a boost (or cut) – very useful for anyone wanting to give a club-orientated track a bit more kick. The last pair of knobs control the volume of each channel. The advantage of having separate controls for each channel is that you can pass all of your bass sounds through one side, with the rest of your samples through the other, and adjust them accordingly.

The Little Gem can be powered from an on-board 9 volt battery (supplied) or an external power source (not supplied). Some interference is introduced to the sound if the gain controls are turned up to maximum, but this shouldn't be necessary if your samples have been recorded with a good sound to noise ratio.

Used as a submixer in a larger musical setup, the Little Gem could be handy. Also anyone who wants to make professional recordings of pure Amiga sample tracks would do well to give it a go. The only problem I can see concerns the price, which for a two channel mixer is a bit over the odds. ■

Tony Horgan

LITTLE GEM

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga

ease of use..........90%
Plug in your leads and twiddle the knobs- what could be simpler?

performance..........85%
Claen sound with substantial control over pan, bass and treble frequencies.

value for money..........00%
£69.95 seems mite expensive for what you get, but it is tailored precisely for your Amiga.

OVERALL A neat tool for all Amiga musicians. **83%**

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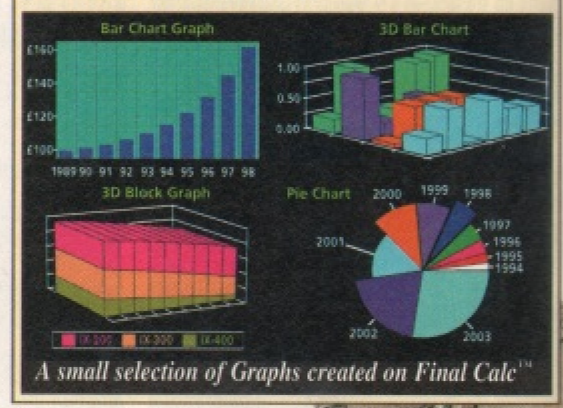
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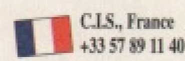
Final Calc™ is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, ***Final Calc™*** is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

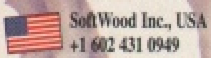
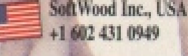
Final Calc™ is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



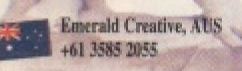
A small selection of Graphs created on Final Calc™

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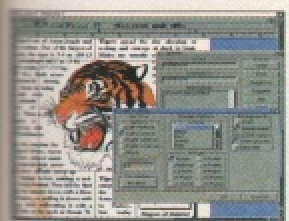
bringing the revolution into your home or office... and onto your Amiga.

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Release 2

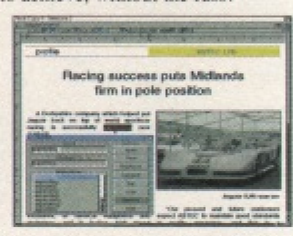


Compatibility: Floppy or Hard Drive Systems

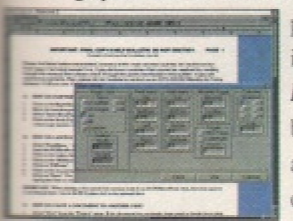
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II*** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



Final Copy II is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally only associated with expensive Desk Top Publishing packages... always easy to achieve, without the fuss!



Unique features such as **FastDraw**™ on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print**™ (an advanced system that enables you to print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that ***Final Copy II*** is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even print text over graphics and the output is always of the highest quality. ***Final Copy II*** offers the perfect balance between word processing and more advanced page layout creation - in one great program.

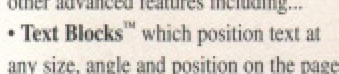


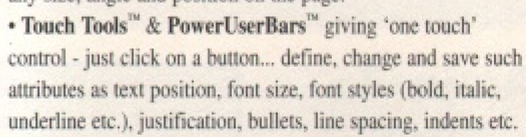
Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

Final Copy II requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

Final Writer™
Release 3

Foreign Dictionaries Now Available





Compatibility: Hard Drive Systems Only

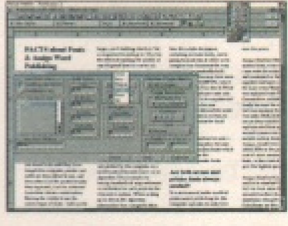
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

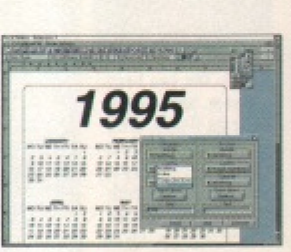
- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus**™ allowing more versatile on screen drawing tools which include options like rotation.

Final Writer can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop





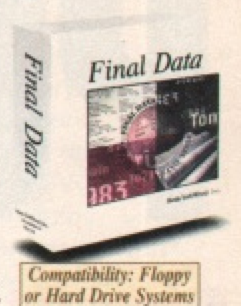
text, spelling while you type, dictionary hyphenation, foreign language dictionaries (German, French and Norwegian), auto save, polygon graphics irregular shape generation, plus lots more. ***Release 3*** takes your Amiga further than ever before!

Amiga word publishing power, only ***£74.95*** *inc. p&p.*

Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

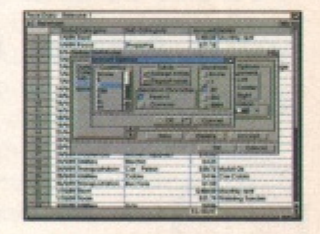
Final Writer Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

Final Data™
New Release 2



Compatibility: Floppy or Hard Drive Systems

Final Data has been developed to be by far the EASIEST TO USE Database for your Amiga. To set up a ***Final Data*** database, you won't be confronted by an array of unfamiliar commands... simply define a column for each category of information you want to keep eg. first name, surname, house name/number, street, town, county, postal code, phone number etc. (Incidentally, you can add or remove columns at any stage). Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can be adjusted by dragging their borders with the mouse. Data is then entered into "cells" (***Final Data*** even detects entries of invalid dates etc. and displays an alert message). Screen totals are available as options on all amounts/calculations (numbers can also be formatted with currency signs and commas).



Final Data even has built-in routines for label printing and you can always utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data*** does the rest automatically. You can also access any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as standard ASCII files found in many other programs. Above all you'll be able to start using ***Final Data*** immediately.

New Release 2 adds features that now allow you to...

- **Select Multiple Rows/Columns** that aren't adjacent to one another
- Call up a comprehensive **Database Query Requester** which lets you define a complex search criteria
- Access **Sub Lists** to display rows which have been located by a query or manually selected and then print or save them
- Open a window in which you type information to use as a **Memo**
- Create a database with **Running Calculation Columns** (for using like a current account statement with credits against debits etc.) and
- Refined use of many other ***Final Data*** functions too.

In a recent CU Amiga Magazine, the editorial read "...the majority of Amiga users sitting at home wondering what practical use they can put their computers to should rush out and get Final Data immediately".

An easy to use yet extremely powerful method for keeping all your records in order... at only ***£39.95*** *inc. p&p.*

Final Data Rel 2 requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.

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Final Writer Foreign Dictionary UK **£19.95**	☐	*Final Writer Foreign Dictionary* Overseas **£26.95**	☐

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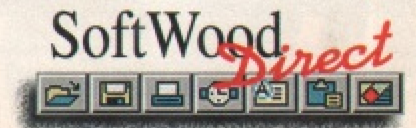
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PC Task 3.1

■ Price: £59.95 ■ Developer: Chris Hames ■ Supplier: Emerald © 0181 715 8866

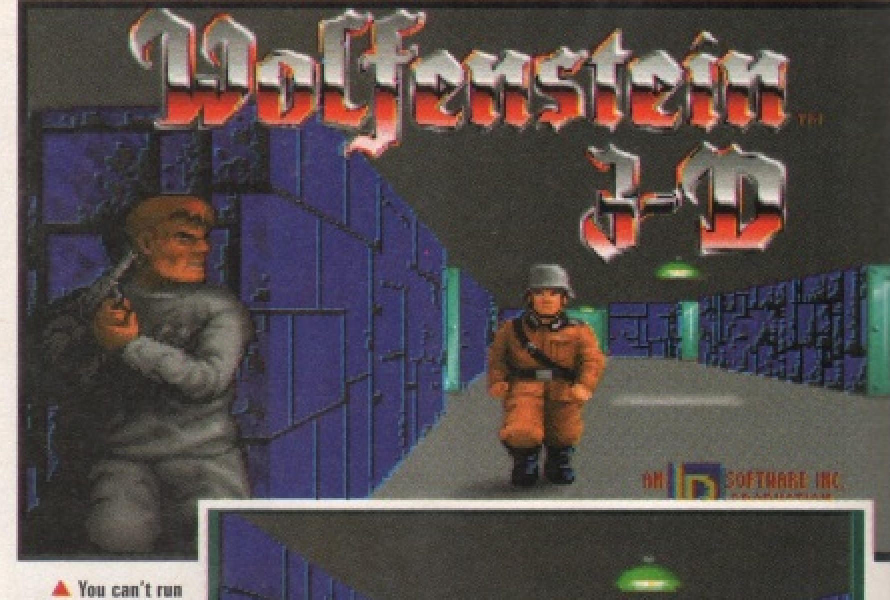
When is an Amiga not an Amiga? When it's a PC of course ... turn your Amiga into the enemy with one fell swoop.

It's true: you can transform your Amiga into a PC and you don't need fancy casing, monitors or any nuts and bolts to do it. All you have to do run a program called *PC Task* and all the work is done for you. Install this program and your Amiga becomes a 80286 based PC.

It's so easy – once you have decided on the configuration you want, click on 'Start' and your Amiga becomes a PC. The screen clears to black and the MSDOS thing starts to happen. Or at least, it will start to happen if you have MSDOS installed. As *PC Task* doesn't come with MSDOS as part of the package, you will need to purchase this separately (version 6.2 is the latest) and Bill Gates will be more than happy to take your money in exchange for the software and will probably throw in a copy of Windows as well. For technobods, a BIOS is included, which means you don't have to go hunting.

Once you've got MSDOS everything works just like a PC, from running MSDOS to performing resets by pressing CTRL, ALT and DEL. Running from floppy is simple as they are conveniently renamed as A: and B: (if you have a second drive) and they can immediately read and write PC format disks.

Installing *PC Task* on hard disk is straightforward. The easiest option is to create a 'diskfile' which appears as a single large file of 20Mb or bigger (up to 255Mb is allowed). This appears as drive C:, and if you want you can create another D:. For a slight improvement in speed you can donate an entire hard disk partition and make it PC format from the outset. This requires a little messing about with HDToolBox or a similar utility and is not for the faint hearted. If you take your time and follow the manuals you will succeed though, and it is a much neater (and faster) solution.



▲ You can't run Doom, but you can run its Daddy. With a decent Amiga system you can play it full screen, but with slower hardware you might need to shrink the display just a little ...

The small but detailed manual also explains how CrossDOS (the PC-disk reading utility supplied with Workbench 2.01 and up) can be used to provide an easy way for the Amiga to access this PC partition. Similar experiments are detailed which will allow *PC Task* and the Amiga to both access other disk devices, such as Syquest cartridges. This is useful if you need to transfer a lot of data between machines.

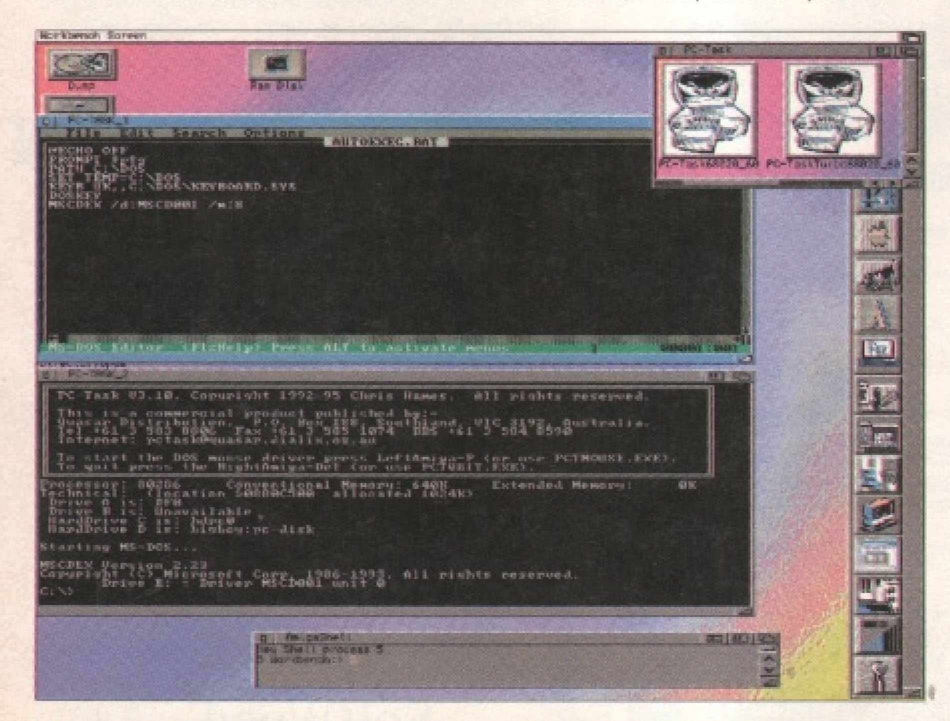
Up and ready

Once installed your new PC will load up and happily present you with a C: prompt. Congratulations! Your new systems downgrade is ready for use. What you do next is of course, entirely up to you. As far as your Amiga is concerned, it's now a 80286 based PC with as much memory and drive space as you have available. Being able to share disks and partitions means copying data from existing PCs won't be hard. You could even use a modem or null modem cable and a Terminal package, as *PC Task* will happily make use of your Amiga's serial port as a standard PC port.

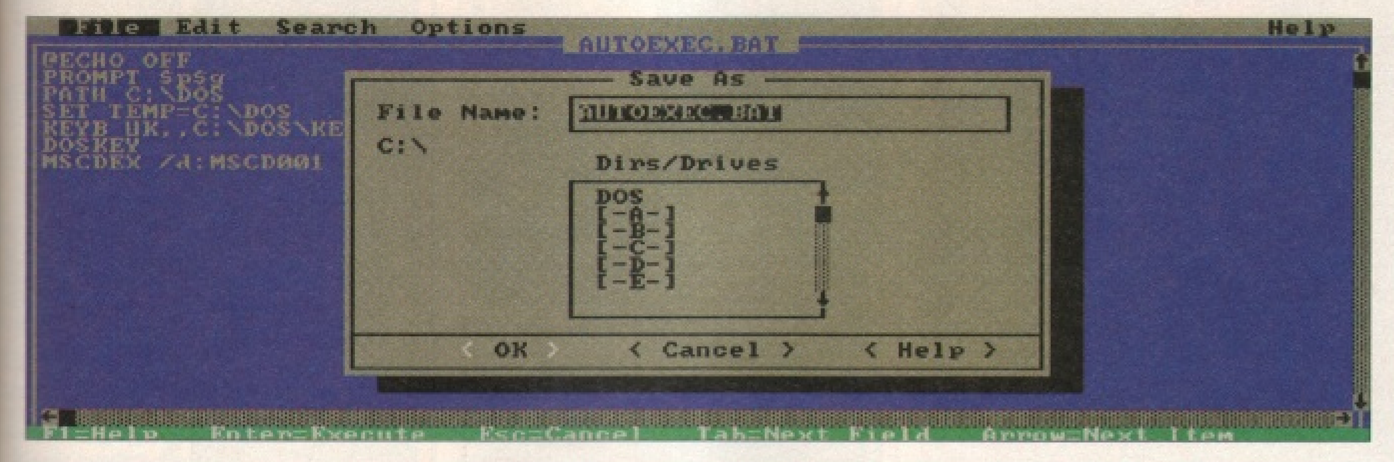
Perhaps the smartest feature is being able to run multiple versions of *PC Task* at once, either on individual screens or on a public screen (the Workbench for example). At last the PC can multitask.

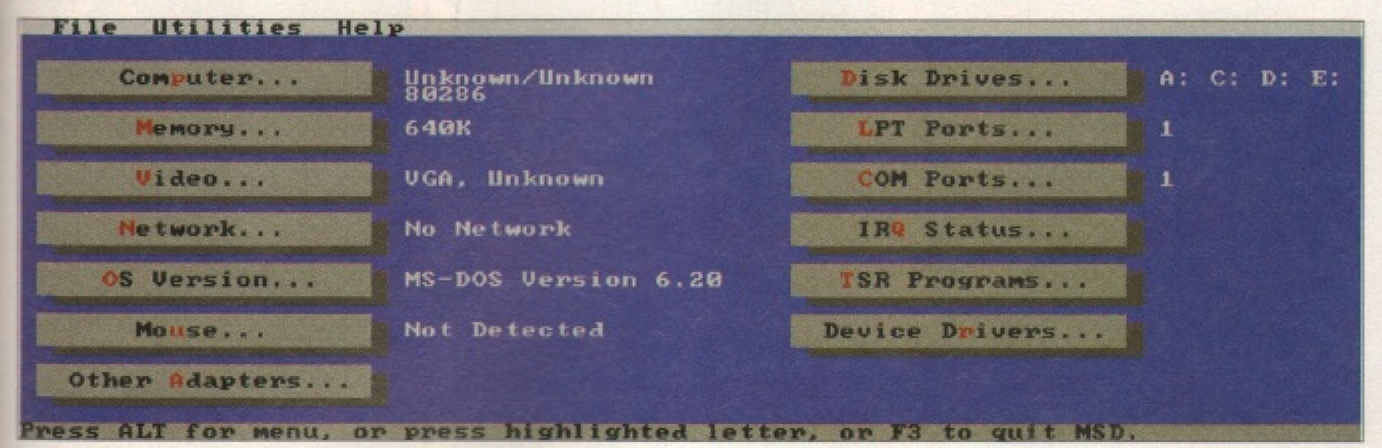
Now in its third incarnation, *PC Task* makes full use of the AGA chipset present on the A1200 and A4000 machines to have a good bash at displaying VGA and SVGA graphics modes.

PC Task will also work on most third party graphics cards, and loves the Cybergraphics system. I tested it on a Picasso II card, and some programs ran slightly faster, others slightly slower than the native chipset. Finding which was best was a matter of experimentation and the front end program made this straightforward.



▲ Now here is something you don't see everyday. Not one, but two virtual PCs running MSDOS on an Amiga Workbench screen. True multitasking at last ...





▲ **MSDOS programs in action. You can expect programs like these to work reasonably quickly. All the PC hardware emulated by the Amiga works fine. The hardest part of getting used to MSDOS is remembering to use the right 'slash'. Finding it on the Amiga keyboard is another trick altogether.**

Quick or slow

How fast does this emulator run? Sadly, 'not very'. It isn't fair to expect speedy software emulation. You can improve the performance by adding faster and faster Amiga accelerators, but even a top of the range 68060 won't come anywhere near a PC you can buy for less than £500. I ran DOS utilities using *PC Task* on a 68040 based Amiga and a 486SX25 based PC and the rather dated PC was at least five times faster.

However, there is still a lot of very worthwhile PC software available if you can find it which will run quite happily on your Amiga PC. Early versions of the *WordStar* word processor were terrific and if you need this facility then *PC Task* will certainly run application programs like these perfectly acceptably. Likewise there are many PC database and spreadsheet programs around which may lack modern graphical user interfaces, but still get the job done which you could run.

Can I play Doom on it?

No. *Doom*, along with most modern software, requires a 80386 or higher processor. The 80286 which *PC Task* emulates simply won't hack it. On the other hand, the predecessor to *Doom*, *Wolfenstein 3D*, will run happily on *PC Task*. Sadly, 'happily' does not necessarily mean 'quickly'. On an A4000 with an 68040 processor it runs almost fast enough to play: anything less (an unexpanded A1200 for example) and it's really not worth the effort. Running *Wolfenstein* on an AGA screen and a Picasso II screen demonstrated little speed differences other than the dreadfully slow fading of colours on an AGA set-up.

A special 'Turbo' version of the emulator is supplied which uses four times as much memory in an effort to improve performance. Unfortunately it failed to make much in the way of improvement.

Of course, anyone who buys a software based PC emulator for playing PC games is a sick and sad individual who will be sorely disappointed: unless text-only games are their thing. Rather bizarrely though, to my surprise some PC animations actually ran reasonably quickly on my setup. The results you can expect therefore depend very much on your own set-up and the software you want to run. Benchmark programs give meaningless results: you'll need to try it for yourself to get a better picture.

The ins and outs of emulation

Emulating a PC on an Amiga is a world apart from emulating a computer like an Apple Mac. The Mac shares the same central processor as the Amiga, and so assuming input and output can be re-directed, Mac programs run at 'full speed': this is why a program like ShapeShifter works so well. Emulating a PC, however, is a totally different kettle of fish.

For starters, all PCs are based on an entirely different processor: the 80x86 family (including the Pentium, a.k.a. the 80585.99999). To run PC programs, the Amiga must create a 'virtual' processor based in software alone: every instruction in the PC program must first be translated into Amiga 680x0 code before it is executed. Then there is the problem of memory: the PC has a weird segmented memory scheme rather than a sensible 'flat' model in which addresses follow on one after the other. If that wasn't bad enough, PC memory is 'back to front' in that each 16-bit word needs to be swopped around before use. And then there is the problem of the dozens of video modes, INTs and IRQs.

In summary, emulating a PC in software is not an easy task (pardon the pun) by any means, and you simply cannot expect to get anywhere near the speed of a native PC.

Windows?

Yes, it will run Windows as long as it's not Windows 3.11 for Workgroups which also requires a 80386 processor. Be warned, though, it won't run terribly quickly and the installation process will take a very long time. You will also need to use Video mode 7 drivers rather than standard 256 colour SVGA drivers, but you can display Windows in screen modes from 640 by 480 to 1024 by 768 depending on your hardware.

A particularly nice addition is the ability to access CD-ROM drives. A software driver is supplied, and with the usual MSDOS style editing of CONFIG.SYS and AUTOEXEC.BAT, the Toshiba drive connected to the WarpEngine's SCSI device worked first time.

There is also support built-in for the Golden Gate 2 card, a piece of hardware which allows PC style cards to be used in Amiga Zorro slots. This means that serial cards and parallel cards — and conceivably network and modem cards — can be used with PC programs running under *PC Task*.

Conclusion

With the price of real PCs falling any potential purchaser of *PC Task* needs a good reason for buying a software emulator. After all, for ten times the price of *PC Task* you can buy a fast 486 PC complete with monitor, hard disk and expansion slots.

However, *PC Task* is cheap and there are potential advantages. For a start it will run older PC software fine such as various wordprocessor packages. If you use a PC in the office and an Amiga at home it might be useful as you could easily finish off any work at home at your leisure. Just don't expect to run *FX Fighter* on it ... ■

John Kennedy

PC TASK 3.1

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: 512K Ram, WB 1.2+. At least 1Mb, AGA chipset and hard drive recommended (1.5Mb Ram and processor accelerator recommended for Windows).

ease of use 90%
Of course, using a PC is something else.

performance 60%
I know it's impossible for a software emulator, but it is just not fast.

value for money 80%
You can't buy a PC for this money. Not this year anyway.

OVERALL
PCTask is a great programming feat but a tad redundant.
77%



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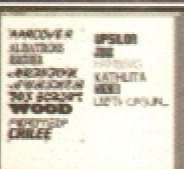
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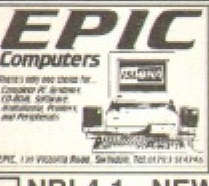
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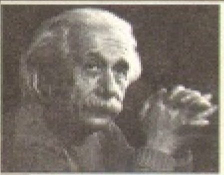
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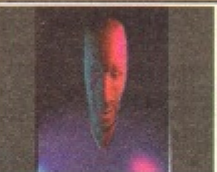
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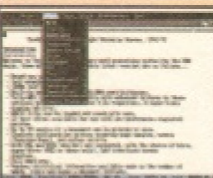
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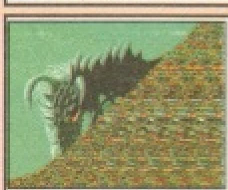
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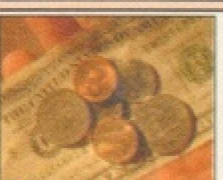
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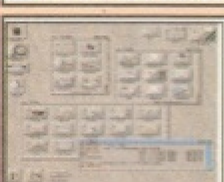
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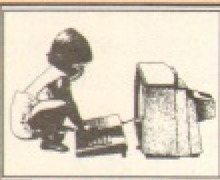
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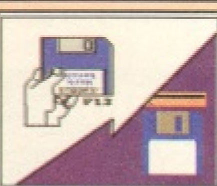
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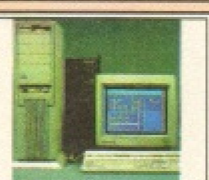
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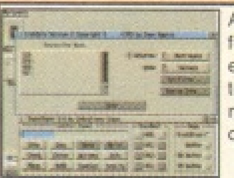
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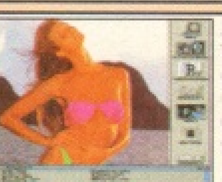
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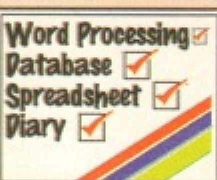
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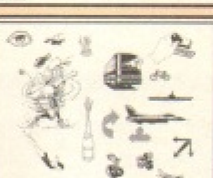
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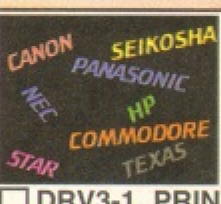
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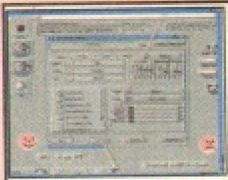
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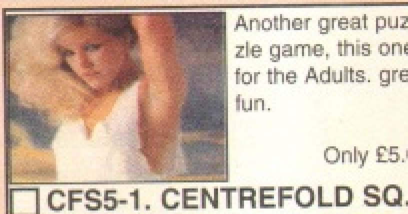
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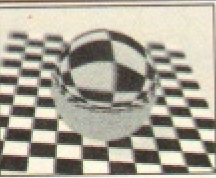
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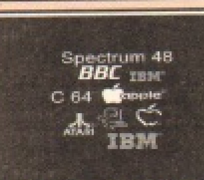
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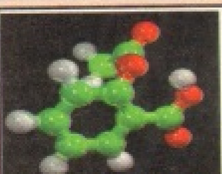
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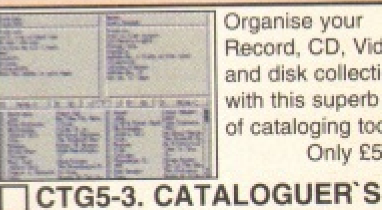
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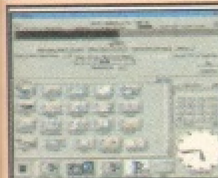
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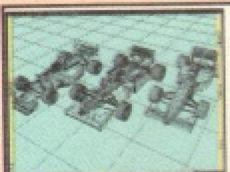
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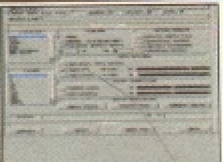
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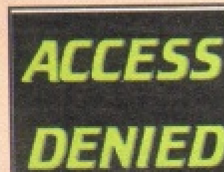
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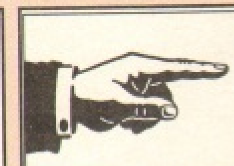
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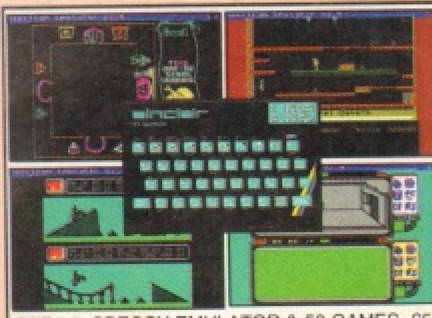
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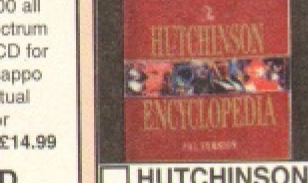
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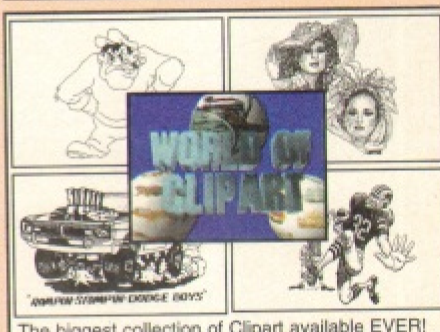
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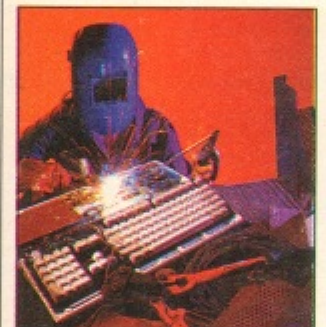
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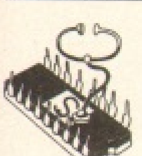
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SEE REVIEW IN THIS ISSUE



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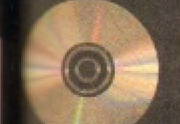
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CD-ROM SOFTWARE

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INCLUDES FULL COLOUR REFERENCES FOR EVERY IMAGE

New release - call for date!



ZOOM

Released on the 29th of June, Zoom received some glowing reports: T. Cooper said that "It is the best interface I've used", whilst D.S. Duncan wrote to say "My most eagerly waited CD....get on with Zoom 2 NOW!!". Zoom contains the latest PD from all over the country, the Aminet and BBS sources within the Active Software library. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Bedlock. Select the file you want to read about, read the information then click to de-compress! With an online help file if you get stuck! Easy as that. Over 560MB of data, (over 1.5 GIGs uncompressed files) offering the user access to 1000+ of disks! Must be one of the most comprehensive CD's this year!

Brand new release - out NOW!! £19.99

CD-Rom Comparison Chart



	Zoom	Hottest 5	Phase 4
Over 560MB of Data	✓		
Easy to Use GUI	✓		✓
Over 1000 Disks	✓		
Very Latest PD	✓		
Outstanding Value	✓		✓
Free Booklet		✓	

* The latest PD from December to June: Utilities, games, demos, slideshows, education, disk mags and more! Disks up to U645, MISC22, D225, A138, KL88, ED059, GM256
* Over 80 Klondike/Card Games Deluxe Cardsets
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Choose the compact discs that you would like to order, add 75p postage to the total cost and send a cheque or postal order payable to Active Software to the address above. Or order by debit/credit card by calling our sales line on (01325) 352260.

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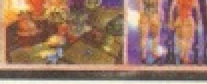
As you will see from the advert we are working with a company to produce their CD-Rom, Phantasmagoria. We also have a number of other CDs due for release later in the year. If you would like to produce a CD, have a workable idea for a CD then contact us immediately. We offer generous rewards.

THE COLOUR LIBRARY £9.99

From a graphics company in Basildon, this compact disc contains all things colour. Essentially a load of innovative and new colour clipart for the desk top publisher. 100's of different pictures for all computers. **Please note shown pictures may not appear on the CD.**

3D ARENA £22.99

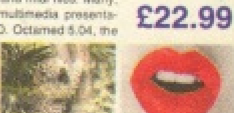
A superb 3D CD that recently received 94% from Amiga Format! Contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Along with the objects there are attribute files, tutorials, utilities and a version of Real 3D v2.35.



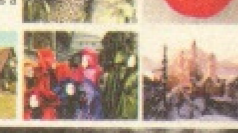


MULTIMEDIA TOOLKIT II £22.99

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. Volume one was a hit and multimedia users should not miss release volume 2.









INTERNET INFO

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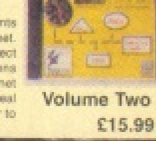
Have you connected to the Internet yet? No?! Well, there is no need with this collection of text material drawn straight from the newsgroups, discussion drawers etc. Masses of Ascii text!

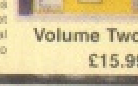
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Volume 2

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Volume Two £15.99

LIGHT WORKS

Light Works is a fascinating compilation brought to you by the much respected Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. This CD is ideal for experts and beginers in the world of raytracing.

£32.99

C64 SENSATIONS

PRE-Order call for date

First came the ZX Spectrum, then the C64 was a MAJOR hit with most game lovers from the eighties. This CD release contains loads and loads of C64 megademos, games and much more for the Amiga, PC and Mac computers. Emulators included for all computers. £18.99

HOT AMIGA DEMOS

PRE-Order call for date

A collection of the very HOTTEST Amiga demos and mega demos from the last few years. All the best are here in this collection. Comes with a easy-to-use GUInterface which allows you access to all the demos on the compact disc. You won't be dissapointed with this release. £18.99

CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games. £27.99

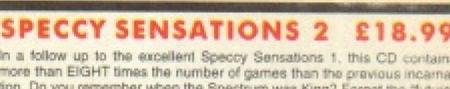
SOUNDS TERRIFIC

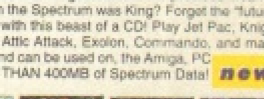
This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

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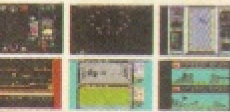
SPECCY SENSATIONS 2 £18.99

In a follow up to the excellent Speccy Sensations 1, this CD contains more than EIGHT times the number of games than the previous incarnation. Do you remember when the Spectrum was King? Forget the "future" consoles relive the old days with this beast of a CD! Play Jet Pac, Knight Lore, Arcadia, Jet Set Willy, Attic Attack, Exolon, Commando, and many many more. Emulators for, and can be used on, the Amiga, PC and Mac computers. MORE THAN 400MB of Spectrum Data! **new**









ADULT SENSATIONS



This CD is for adults only, it contains soft porn material no worse than the Sun newspaper. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when ordering this CD. No proof = no CD. We do not condone or supply hard core material £17.99

17 BIT PHASE 4

This was the most popular CD in our collection around Xmas '94! Contains all over 17Bit Software's library from January to October 1994. All the files are DMS'ed and can be uncrunched from an interface. £16.99

WS ANIMATIONS

A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

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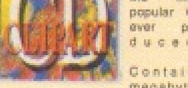
ASSASSINS 1

All the first 200 disks are present on this compilation. All the games are ready-to-run from the CD - from an easy to use graphic user interface Another excellent CD! £16.99

WS FONTS

Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! £8.49

WS CLIPART

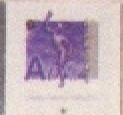


Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. £8.49

GFX SENSATIONS

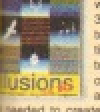
A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more! £16.99

AMIGA DTV



Many original textures start this CD-ROM. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Lightwave, Imagine and Sculpt. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fracint, Anim players and more. £13.99

ILLUSIONS IN 3D



Here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the [illegible] needed to create the 3D "hidden" effect! Programs such as [illegible]gram to produce the image as [illegible] hundreds of source files in a [illegible] of gfx formats, 3D text images [illegible] images (PCX, [illegible]P). £8.99

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The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more! £17.99

GIGA GRAPHICS



Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners.

QUAD CD £34.99

SOUND WORKSHOP



Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

DOUBLE CD £16.99

HOTTEST 5



Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself. £14.99

TEN ON TEN PACK



An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD with a demo of Photogenics. £37.99

PRO CLIPART 2 £17.99

This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. All in all one excellent clipart collection for Amiga/PC computers.







GOLD FISH



GOLD FISH I

Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these.

GOLD FISH I £23.99

GOLD FISH II

Continuing the tradition this double CD brings you the very best PD releases from Fred Fish. All the PD is from Oct '93 to Nov '94 and is in archived and BBS ready-to-run formats. An excellent CD!





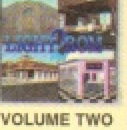
GOLD FISH II £24.99

LIGHT ROM



VOLUME ONE £27.99

Light Rom volume one contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Produced by M.Meahew. Light Rom volume 2 contains 100% Lightwave/Toaster material with over 300MB of data that didn't appear on vol.1. Collections of 3D models from various Lightwave artists including Kevin Lude etc. Superb collections!



VOLUME TWO £34.99

MEETING PEARLS

VOLUME 1

Consists of PasTEX, 600DPI/Fax fonts, more than 100 fractals, photos, hundreds of installed programs, HMTL pages etc!

VOLUME 1 £8.99

SPECIAL OFFER!! Buy Vols 1 & 2 for £16.00

VOLUME 2

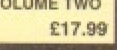
Carrying on the excellent tradition this entire CD is run from HMTL "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data.

VOLUME 2 £9.99

FRESH FONTS

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Volume 1 contains 626 MBs of freely distributable fonts, 200 font families such as Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts with the copyrighted Thienen family. 231 families in total each with 8 different styles : Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!



VOLUME TWO £17.99

LSD COMPENDIUMS

Volume 1

LSD were "famous" for their excellent disk magazine and LSD Legal Tool compilations. This CD carries on this tradition of quality productions...bringing you one of the best CDs from Autumn 1994.

Volume One £14.99

Volume 2

Contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but if you need that elusive utility then this is the place to look.



Volume Two £15.99

FRESH FISH

VOLUME 8 £23.99

The Fresh Fish range of CDs are very popular with the avid collector of Amiga public domain. All volumes are DOUBLE CDs. Volume 9 contains: the complete set of GNU tools, including EMACS, text utils etc, the Commodore N.D.U.K., PasTeX inc 60MB of pk fonts, FAX fonts, 600 DPI fonts, hardware and software reviews, and many more files.





VOLUME 9 £24.99

THE AMINET COLLECTION

AMINET SET 1

This must be one of the most popular CDs ever! This is BIG, really BIG! Contains over 4 gigabytes of Aminet files [in un-compressed format - compressed on CD] from end of 1993 to December 1994. A four CD extravaganza that is divided into different categories with a easy-to-use Amiga Guide interface. 91% Amiga Format. So much PD and so little time!! CD32 users - this CD does not boot!

AMINET SET 1 £22.99



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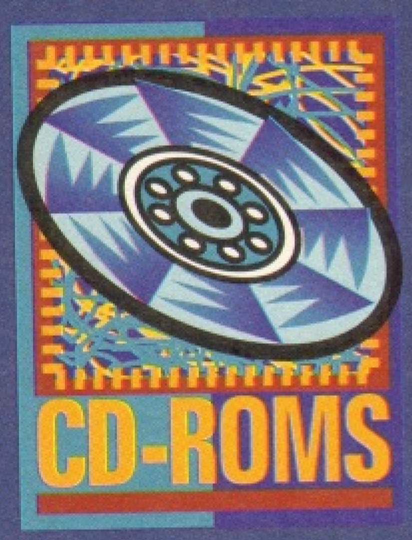
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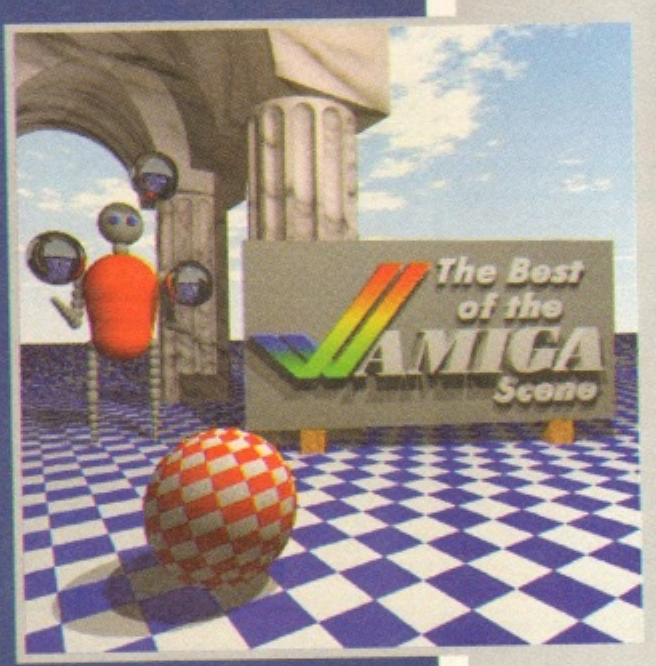
CD-ROM Round up

Mat Bettinson is back again with this month's choice selection of what's on offer from the world of CD-Roms

The Best of the Amiga Scene

The inside cover of this disc claims, "The Best of the Amiga scene is a tribute to the Amiga and the musicians among the Amiga scene. This CD contains some of the best Amiga music ever produced through times and will guarantee the listener a fascinating experience".

So, my appetite whetted by this claim and since I've been waiting on this disk for some time, I eagerly slapped the red spiral checked frisbee into my discman. The first thing I noticed was that the Amigas distinctive 100% stereo has been mixed back into a more palatable 30% or so. Unfortunately that's the limit of the positives on sound quality since the treble is completely lacking, giving it a muggy quality. In fact, it sounds like the Amigas audio filter is on. Surely not?



The selection is also a bit of a let down. Some of the modules are classics that I heard before including the brilliant Cream-of-the-Earth but some are pretty darn boring to put it kindly. I'd say about a third of the disc is made up of great modules, while the rest range in quality from average to bad. However, that is according to my personal taste barometer yours could be different.

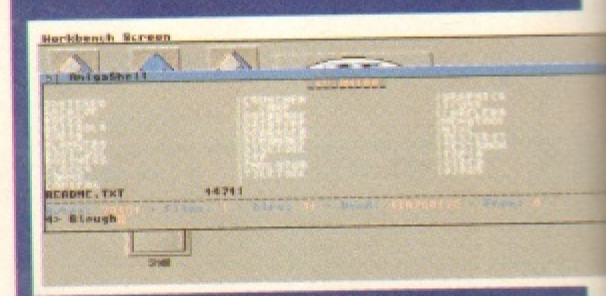
Why buy an audio disc which only has 17 sound modules when you could get a CD-ROM with thousands of modules with no loss of sound quality? Good question. I suppose you could always put it in your Discman and save it for those long boring train journeys.

A valiant effort and although I suspect this disk could grow on you it is not, in my opinion, a collection of the best Amiga scene gems. It's a potentially a good idea, but I just wish the disk had more creme de la creme modules and the same level of sound quality as Sidewinder's FutureShock CD.

Available from: TBOTAS, Fredrik Elmqvist, Gasverksgatan 21, 462 34 Vanersborg, Sweden. +46-(0)521018212
Price: $15 + $5 P&P Europe.

69 %

Essential Utilities



This is a dual platform PC and Amiga disk. There isn't however any Amiga icons so accessing the disk must be done via the Shell or a directory utility. That's fine but without any Amiga front end at all, it really just amounts to a collection of archives and you have to guess at the contents by the category directory and filename. There were no descriptions of each file at all.

The CD is about two thirds full but only a fraction of this is Amiga archives: Amiga files occupy 128Mb, PC DOS files 94Mb, PC Windows files 50Mb and Fonts 138Mb. Some of the fonts might be of use but much of them were in a strange PC format that I couldn't use with the Amiga software I tried them out with.

Overall I found the undocumented Amiga archives a pain to look through. There's not a lot of recent files and there's nothing that you couldn't get off an Aminet disk. Even at its low price, this is a poor CD For Amiga users. It's basically Shovelware with nothing new to offer.

Available from: Epic Marketing, Victoria Centre, 138 Victoria Road, Sindon, Wilts, SB1 3BU. Tel: 01793-490988
Price: £9.99 plus £1 P+P.

26 %

Zoom CD Aminet Nemesis



Because CDs hold so much data, most of the Amiga's freely distributable software can be placed on four or five discs (as in the case of the Aminet collection) but, to provide variety, companies turn to repackaging the same files in forms they think you may prefer other than standard directories full of archived software. This disk is aimed at those who may not like the Aminet style. It also claims that a lot of its content isn't present on the Aminet: which is true but the new stuff is mainly slideshows (of glamour girls) and clip art.

The quality of the user interface is however Zoom's biggest claim to fame. Simply clicking on an icon presents you with the Zoom graphic interface complete with rendered logo and a scroller containing all the disks on the CD. Clicking on one brings up a description in the bottom left-hand corner – nice. However, many of the descriptions are rather vague or useless and there isn't any search tool.

Everything is DMSed which means that after you have clicked on a particular disk you have to extract it onto a floppy. Which is fine in theory but it's going to annoy the hell out of hard drive users: having to copy onto floppy just to check out stuff is a pain. Scrolling up and down the massive list of disks looking for something of interest is also pretty darned annoying. Oh for a search tool which allows you to read the original author-created 'readme' text by clicking on the one line descriptions and extracting them to RAM.

The Zoom compilers also seem to have a thing against the Aminet. I quote from the help file: "In our opinion the moderators of the Aminet are now attempting to make a lot of money from the series by producing the Aminet series so regularly. Believe me, there hasn't been 100Mb worth of downloading since January 1995 – don't mind 660Mb on the CD."

But most of the world's Amiga shareware authors upload directly to the Aminet since it is a worldwide internet archive. Active can't tell me that their 50 disks or so of girly slideshows is the sort of new material that makes this disk more worthwhile than the Aminet? For a start The Aminet disks are cheaper than Zoom and their on-line service is of benefit to us all.

If you want a quick and easy collection of software with odds 'n sods including a massive eight disk slideshow of Reservoir Dogs and you don't mind using floppies then this disk may be for you. It's not for me.

Available from: Active Software, P.O. Box 151, Darlington, Co. Durham DL3 8YT
Tel: 01325-352260
Price: £19.99 plus £1 P+P.

71 %

Graphic Sensations

This disk is described as; 'a collection of the best Graphics tools, 24-bit images, animations and data, on CD-ROM'. That's fine if your definition of 'Graphic tools' is simply viewers, since these are the only graphic tools I found on the disk!

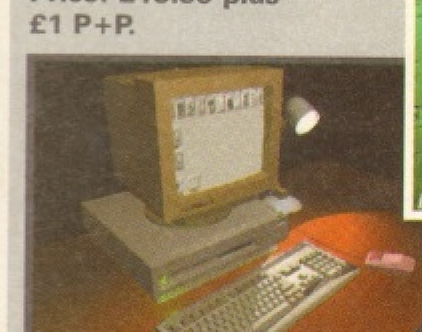
Its contents disk include 116Mb of Imagine rendering related files; 163Mb of *LightWave* rendering related files; 109Mb of bitmapped textures for any package; 10Mb of postscript fonts; 5Mb of iff bitmapped fonts and 116Mb of animations.

Collections of objects, textures, attributes and scenes for these packages on CD aren't exactly new but they're usually a lot more expensive than Graphic Sensation.

This is another dual-format PC and Amiga CD though thankfully 99% of the files are actually useful for both platforms since LightWave and Imagine now exists on both. The objects aren't documented but since they're stored uncompressed, you could load them directly into the packages to preview or use a separate stand-alone program.

Overall, a darned good collection of material for your rendering and art needs.

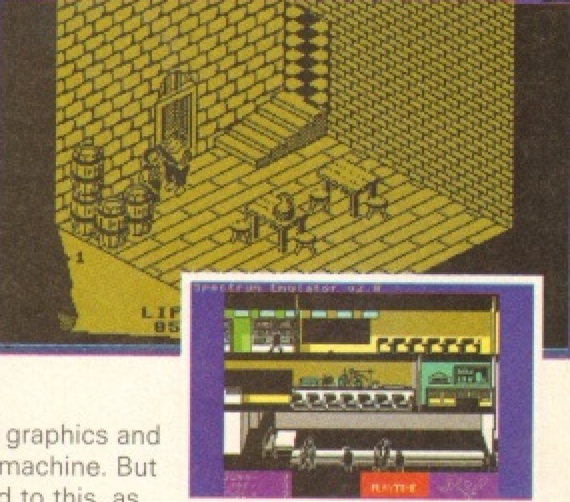
Available from: Epic Marketing, Victoria Centre, 138 Victoria Road, Sindon, Wilts SB1 3BU. 01793-490988
Price: £19.99 plus £1 P+P.





85 %

Speccy Sensations



This is a multi platform disk for Amiga, PC and Mac as is increasingly the case these days. However, the Amiga seems better represented on this CD than the others. Although it has only two Amiga emulators one of those is the well known ZXAM emulator which did the job perfectly.

There are over 700 games in the Amiga's drawer and although ZXAM couldn't load the PC's saved snapshots it could load the Mac ones.
As a long time C64 fan and user I found the graphics and sound dismal on this disk, even for an 8-bit machine. But if you were a Spectrum owner you'd be used to this, as colleagues in the office informed me. All of the games are complete in every respect and one hell of a lot faster than they were on the original machine! None of the latest big name Spectrum games, like Hudson Hawk or Streetfighter 2, were present, but this is probably to avoid copyright problems. There is more than enough to choose from though and lots of old classics too.

Speccy Sensation is an excellent disk. The emulator can easily be activated right off the CD and snapshots can easily be loaded off the disk too. Alphabetically arranged into directories A-Z, it was a cinch to find a game again. If you're a Spectrum fan of old and fancy a blast from the past, I'd say this has to be an essential buy.
Version 2 is is on its way too: so more next month
Available from: Epic Marketing, Victoria Centre, 138 Victoria Road, Sindon, Wilts SB1 3BU. 01793-490988
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89 %

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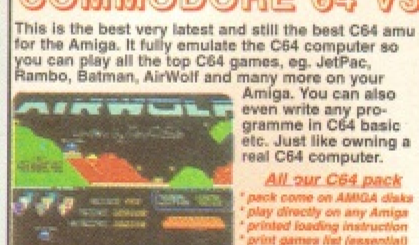
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AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
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AGA104 REND 24 Similar to above
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AGA259 INTELOUT another very good demo
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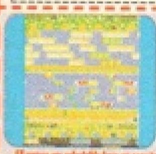
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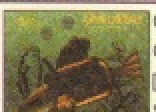
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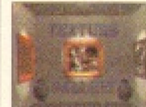
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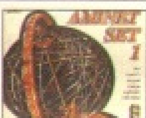

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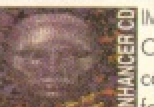

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PD Scene

You want cheap thrills? Let Tony Horgan take you through yet another selection of PD entertainment.

Alien
AGA demo

Kicking off with a smooth vector doughnut spinning across the screen, Alien from Scoopex soon flicks past a brief vector section and onto the first effect, which has a pair of circular patterns colliding to make strange new patterns. A bit of clever bitmap warping follows along with some more vectors, and then some multicoloured diamond patterns spinning through 360 degrees. Finally there's another section of large-scale vectors and then, all too soon, it's over.

Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3, South Pitch 121. Tel: 0151 259 4017. Price: £1 plus 50p P+P.



79%

Deluxe Pacman
game

If we reviewed every *Pacman* game that appeared in the PD mailbag, we'd have at least one in every issue. This one is a bit special though. It's from the author of *Deluxe Galaga*, and although it's still just *Pacman*, it's a pretty fine version.

Available from: 17 Bit Software, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 01924 366982. Price: £1 plus 50p P+P.



78%

Stellar
AGA demo

Class! Short though it may be, this demo from Stellar is mightily impressive. For a start the soundtrack is the best to grace a demo for ages. Slithering technoid bleeps, warm chords and rock solid beats are combined in a mellow affair that could best be described as trip hop. Most of the graphics come in the form of abstract 3D objects that spin around the screen. It's a shame most demos like this don't loop round, or at least stretch themselves out for longer, even if it leads to some repetition – two minutes just isn't enough!

Available from: Pixel Digital PD, Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3 South Pitch 121. Tel: 0151 259 4017. Price: £1 plus 50p P+P.







77%

Alien Bash II
game

Looks strangely familiar? *Chaos Engine* fans will recognise the rusty brown colour scheme and fantasy style of the graphics, for *Alien Bash II* is an unashamed rip-off of the Bitmap Brothers' much-loved shoot 'em up. Not only have the gameplay and graphics been borrowed, the soundtracks sound strangely familiar too.

On the up side, it does seem to scroll smoother than *Chaos Engine*. This is just a one level PD taster. Though if you want the full thing you'll have to register.



Available from: Pixel Digital PD Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3 South Pitch 121. Tel: 0151 259 4017. Price: £1 plus 50 P+P.

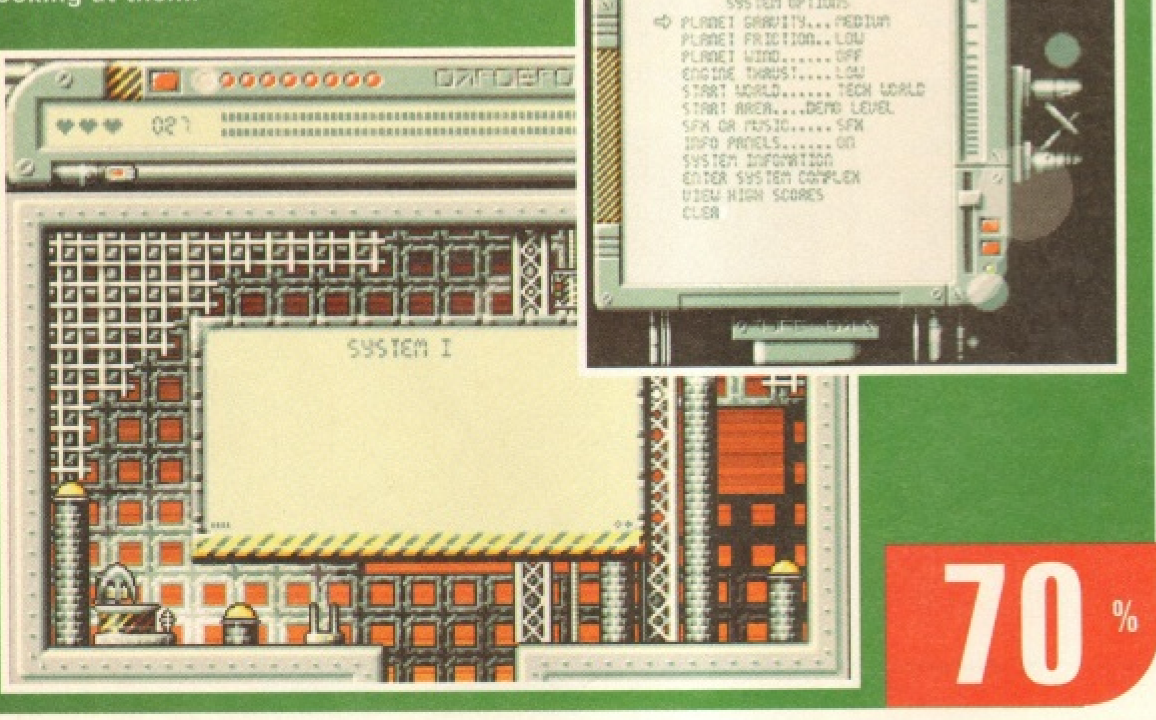
70%

Codename Nano
game

I sometimes wonder if programmers ever play their own games. Take *Codename Nano* for example. As a PD version of *Thrust*, it's impressively polished in most departments, but it's spoiled by a string of interruptions. The title screen menu is displayed one letter at a time, in a kind of teletype fashion, but who wants to sit through 30 seconds of this stuff each time the menu is displayed? Also there are plenty of atmosphere-building cuts and effects used throughout the game, which is fine but only if have the option to skip past them when you get fed up looking at them.

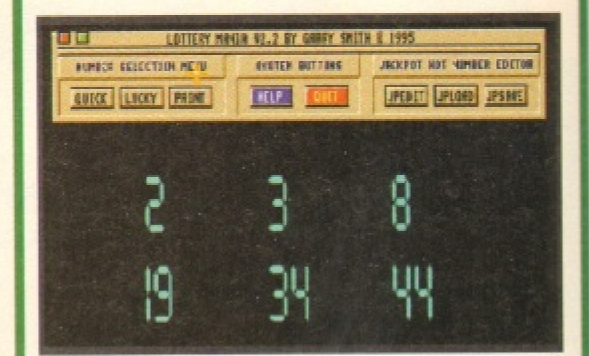
These niggles aside, the gameplay stands up well. The ship can only rotate through steps of 45 degrees, but it handles fairly well, and the levels are challenging. Not the best *Thrust* clone in the world but worth a shot for any fans out there.

Available from: 17 Bit Software, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 01924 366982. Disk nos. 3800 a+b, Price: £1 plus 50p P+P.



70 %

Lottery Mania 2.2
lottery predictor



If I had a penny for every lottery prediction program I've picked out of the PD mailbag, I'd have enough for packet of Tangy Cheese Doritos by now. However, until such a penny-per-disk system is introduced, I'll have to buy my own mid-morning snacks. Lottery Mania 2.2 is pretty much the same as all of the others. It has a random number generator, another option that generates numbers from your 'lucky number' and one that attempts to predict future outcomes by analysing previous results. However, it doesn't come with any result data, so you'll have to find that and input it yourself. The number generation is made slightly more entertaining by a few humourous vocal samples.

Available from: Garry Smith, 122 Mendip Way, Callis Farm, Stonydelph, Tamworth, Staffs B77 4PU. Price: £1 plus 50p P+P.

50 %

Disk Magazines

The Final Frontier
issue 8

The Final Frontier is a regular in these pages, as it consistently provides stacks of obscure facts about Star Trek, wrapped up in a slick interface, complete with appropriate sounds and visuals. Hardcore trekkies only need apply.

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield S9 1PZ. Tel: 0114 249 2950. Price £5 including P+P.



80 %

ROM
issue 4

This is aimed squarely at the demo scene, and is compiled by coders, artists and musicians who like their productions to be neat in every detail. It's not exactly packed with features, but what's there is relevant and worth checking out for a bit of gossip.

Available from: 17 Bit Software, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 01924 366982. Disk nos. 3780 a+b, Price: £2 plus 50p P+P.



78 %

The Third Dimension
issue 15

Anyone still persevering with Domark's 3D Construction Kit can get some help from the latest issue of the long-running Third Dimension disk mag. There are text tutorials to help you get the most from the clever but painfully slow game development system, along with sound samples, objects, routines, graphics, Q+As and letters from the readership.
The Third Dimension is certainly not in the premier league when it comes to presentation, but there's enough to keep 3D Kitters building virtual legoland scapes into the small hours.

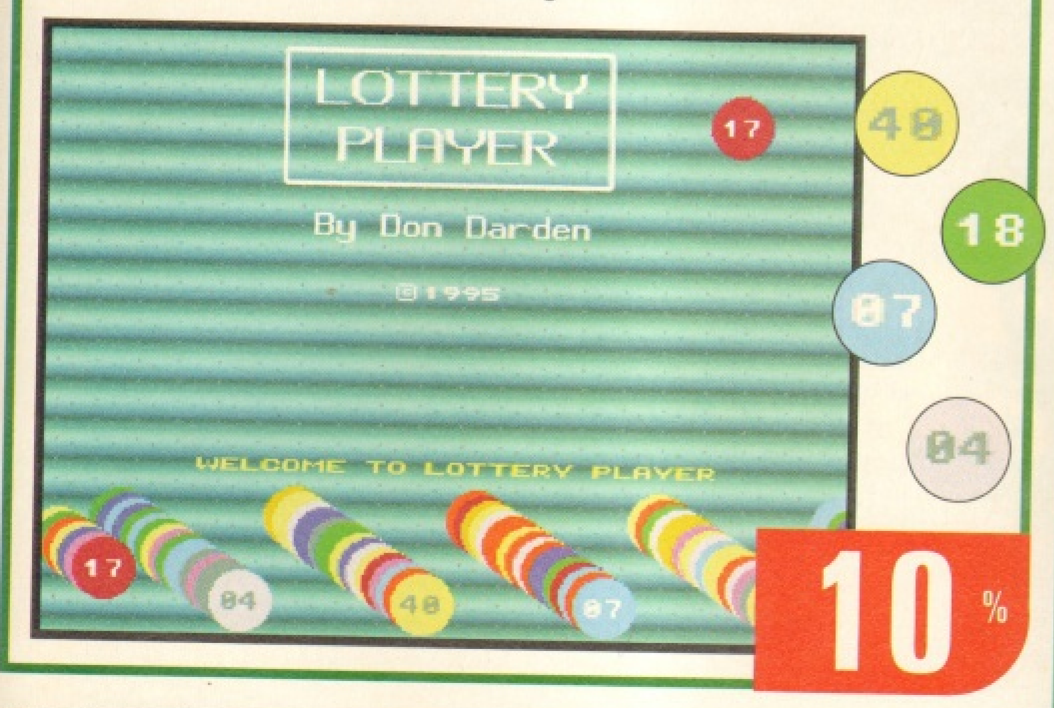
Available from: Tony Hartley, 19 Kipling Close, Lockwood, Huddersfield, Yorkshire. HD4 5HA. Price: £1.50 including P+P.

79 %

Lottery Player
lottery game

This one doesn't claim to be a lottery predictor. Instead it's a game that simulates a series of lottery draws. You pick your numbers and the computer generates the results. It's just like the real thing, except you don't actually become a millionaire if you win. The second game is a bit strange. You enter the numbers of a winning sequence (last week's for example) and then the computer comes with a series of random number sequences. If they match the winning sequence, or at least some of the numbers do, you win some pretend money. Games like this do make me think that the National Lottery is seriously messing with people's heads! You could have four and a half goes at the real thing for the price of this disk!

Available from: Darden Designs, Meadow Lane, Pitstone, Bucks LU7 9EZ. Tel: 01296 668 184. Price: £4.50 including P+P.



10 %

Duck Dodgers
platform game

This is almost a half decent game. Its pretty title screens and cartoon sprites promise more than the gameplay delivers. Most of the problems are to do with the controls, which are unnecessarily fiddly. For example, pressing fire alone does nothing. In order to shoot the baddies, you have to press fire and move the stick in the direction of the enemy. This is especially frustrating when you need to zap one in a hurry.

Available from: Lee Martin, 5 Queen's Road, Keynsham, Bristol BS18 2NE. Price: £1 plus 50p P+P.



68 %

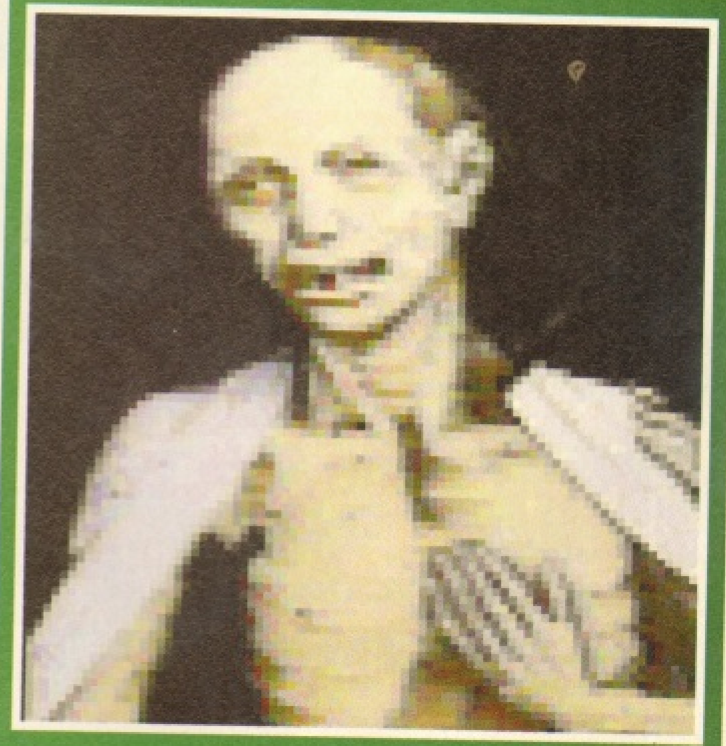
Vivat Slovakia
AGA demo

Time warp! For a taste of what demos were like back in the old days, you could take a look at Vivat Slovakia. It's all there: wobbly sinus scrolling messages, vector patterns, the waving flag effect (remember that?) and far too much white text on plain black screens. Oh, and the worst tunnel effect I've ever seen. They were so bad I couldn't bring myself to show you a picture of them here.

Available from: Freestyle PD, 18 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £2 plus 50p P+P.

20 %

Inner Demons
adventure game



This is one macabre adventure game. You play a man who has just been released from a mental institution after a breakdown that followed the death of your daughter in a car crash, in which you too were also involved. Quite what you're supposed to be achieving isn't made exactly clear at first, as you feel your way around your spooky half derelict house.

A suitably grim tune plays in the background, which is a welcome addition as there are no pictures – it's text entry and text descriptions all the way.

The only criticism I'd make about this game concerns the sometimes all too vague responses to commands such as "look through the window", which returns the text "... you see a terrible vision ...". But what is this terrible vision? Who knows? At least this style makes a nice change from the point and click type.

Adventure fans would do well to rediscover the curiously entertaining pastime of text driven games.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE.
Tel: 0181 455 1626.
Price: 90p plus 50p P+P.

81 %

PD Utilities

It's top of the range for this month's PD utilities from programming languages to AmigaDOS tutorials – it's all good stuff.

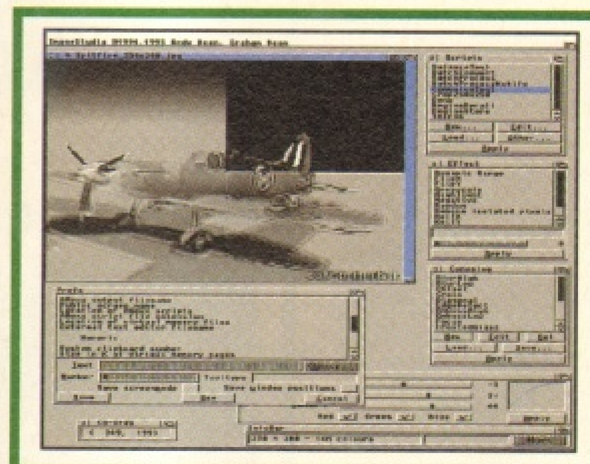


Image Studio 2.1
Image Processor

We reviewed *Image Studio* last month and were well impressed with it bestowing on it a well earned score of 92%. The update, however, has managed to improve on an already excellent product. It now uses up less memory, has loader and savers as external modules and the GUI is now font sensitive. But perhaps the most important change is that it will now load any size image and crop it internally to the 250 x 250 'crippleware' restriction. This is much more useful to evaluate exactly how *Image Studio* performs before lashing out for the shareware keyfile to use images up to 32000 x 32000.

Pick up this utility. It's an excellent cheap alternative to the more expensive packages. The author asks for only £10 UK for the full version which is a bargain for a utility that is so simple, powerful and easy to use.

An excellent package – we use *Image Studio* at CU Amiga Magazine to process brushes quickly when doing the same in one of the bigger packages would take much longer. Highly recommended.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, W. Yorks WF1 1DH. Tel: 01924-366982.
Price: £2.00 plus 50p P+P.

93%

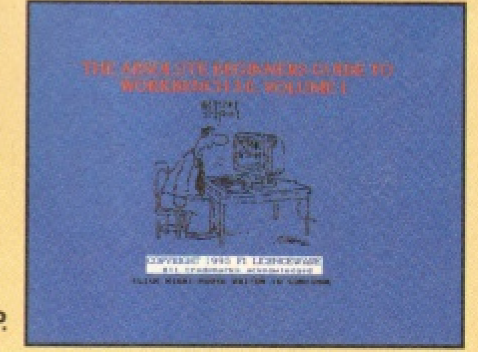
Introduction to Workbench 2'
Workbench and AmigaDOS tutorial

I was thoroughly chuffed to happen upon this complete tutorial on the Amiga's Workbench. The original was an excellent product receiving a 90% score from CU Amiga Magazine but Introduction to Workbench 2 has even managed to improve upon its predecessor. This sequel has even more information which is dealt with in greater depth and is extremely well presented.

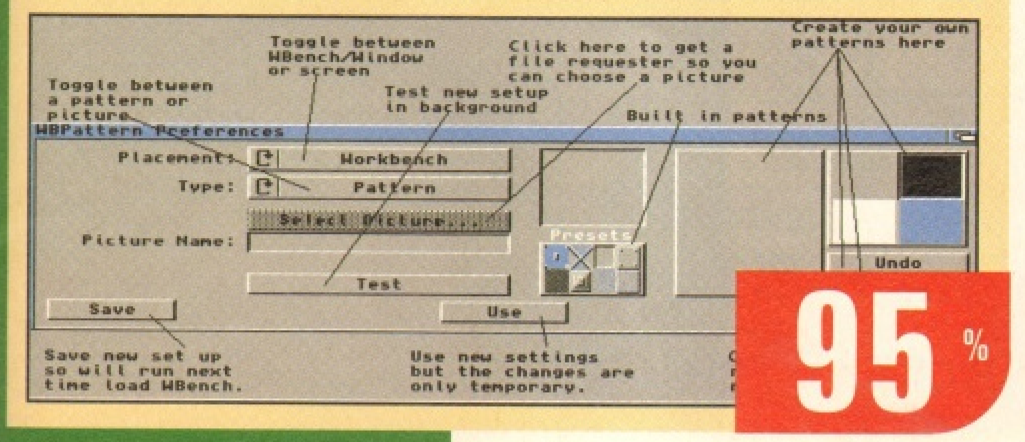
The tutorial takes up four disks and is very easy to find your way around. It boots up as a normal Workbench and from there you're into a menu of AmigaGuide documentation on various topics that are all written in a very digestible form. The Workbench and Extras disk are also covered with fantastic on-line help. The tutorial also covers AmigaDOS in great detail which is an added bonus.

Other helpful additions include a separate common questions and answers document, discussion on tooltypes and setting up printers. There are also plenty of illustrations, including small anims showing how to drive some preferences programs, backing up the text real to give it that extra finishing touch.

I'm very impressed with the sheer quality of this title. It certainly deserves the Licenceware badge which means at a shade under £7 it's more expensive than stock PD but considering you're giving the author something for all the effort that has gone into making this tutorial the best introduction to Workbench, it's a small price to pay. This tutorial is essential for beginners to intermediate users.



Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493580
Price: £6.99 for four disks plus 50 P+P.



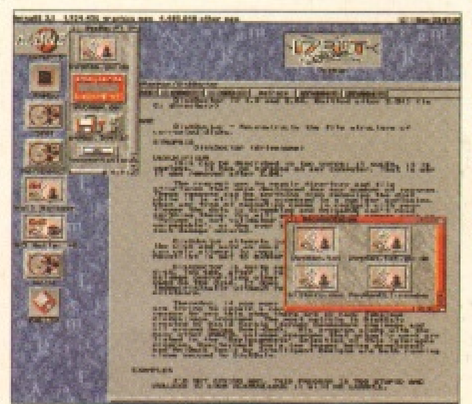
95%

DOS Man
AmigaDOS on-line documentation

DOSMan is a reference for beginners and experts alike that need a brush up on the wily ways of AmigaDOS. AmigaDOS is vital for getting around the shell so it is very handy to have help on – line rather than having to hunt around for a manual if you get stuck.

This is a complete guide to AmigaDOS and is far more comprehensive than the wimpy booklet that came with your machine. It will be a dead handy addition to your collection. You can even choose how you shall view the pages choosing from viewers such as AmigaGuide, More, Much More, PPmore, FullView, MultiView. Excellent.

Peter Bagnato who compiled this and should get a pat on the back for providing this valuable reference material for us all. If you dabble in the art of the DOS then this is another essential PD utility that will cost you little but gain you much.



Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, W. Yorks WF1 1DH. Tel: 01924-366982
Price: £1.00 plus 50p P+P.

83%

Scout

System Monitor

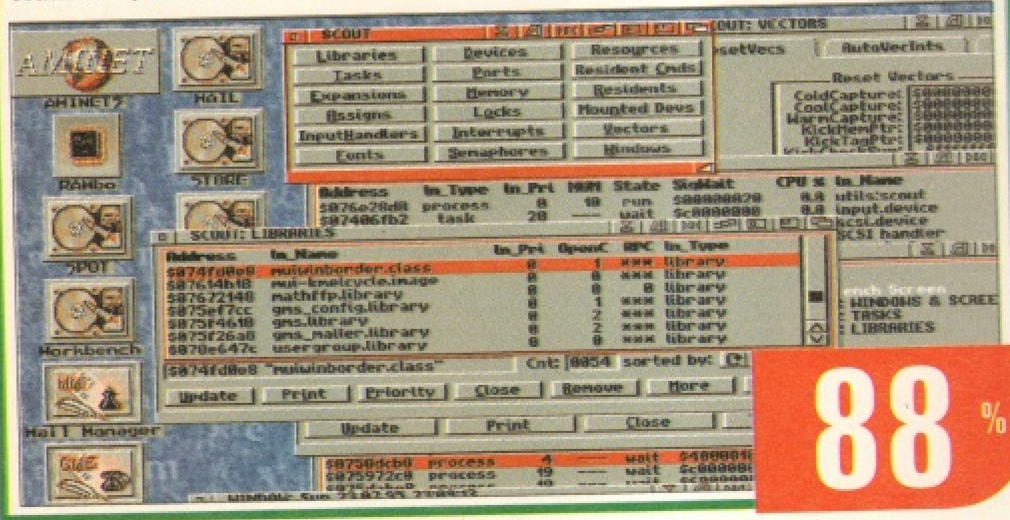
In the same line as Xoper and ARTM (Amiga run time monitor), Scout is a system monitor that allows you to check out the inner technical gizzards of your Amiga in depth. The amount of stuff it lets you view and modify is quite comprehensive including libraries, tasks, expansions, input tasks, fonts, devices, ports, memory, locks, interrupts, semaphores, resources, resident commands, mounted devices, vectors, windows and screens.

To modify many of these, you'll need to be quite aware of how the internals of the Amigas operating system works. For example, if you can't delete a file because some naughty program exited and left a 'lock' on it you can use Scout to unlock it manually. The task window provides a detailed break down of the CPU time eaten by all tasks which can be very handy and closing screens and removing tasks of errant failed 'task-held' programs can be done easily too.

All in all there's a staggering array of system specifics to view and modify. If nothing else you can play around with Scout to learn more about your Amiga's internals.

One minor point to bear in mind is that Scout requires MUI, the third party GUI system, to work. MUI is a large package that must be installed on your HD for Scout and other MUI applications to work. This could be a pain if you're not a fan of MUI but this program's worth it as it is a truly excellent system monitor that's always handy to have around.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, W. Yorks WF1 1DH. Tel: 01924-366982. Price: £1.00 plus 50p P+P.



88%

Beginners Type Tutor

Typing tutor

It would be hard to think up a worse typing tutor if you tried. All that this consists of is a reasonably drawn keyboard that seems to be there just for effect and two games. There doesn't seem to be any logic at all – all that happens is when you hit a key random letters pop up.

This 'tutor' doesn't seem to tutor you in anything. It refused to work on my A3000 and on the 1200 that it did work on, would just hang after I tried out one of the games. Ridiculous. Heck even the rating system is a joke. I thought I'd go for it on the word game with my ten years of typing skills behind me. I was rated 'Getting better'. Wow. I can find absolutely nothing to recommend this completely dire program that should never have left the author's disk box. Leave well alone. Headbutting the keyboard would be a better typing tutor.

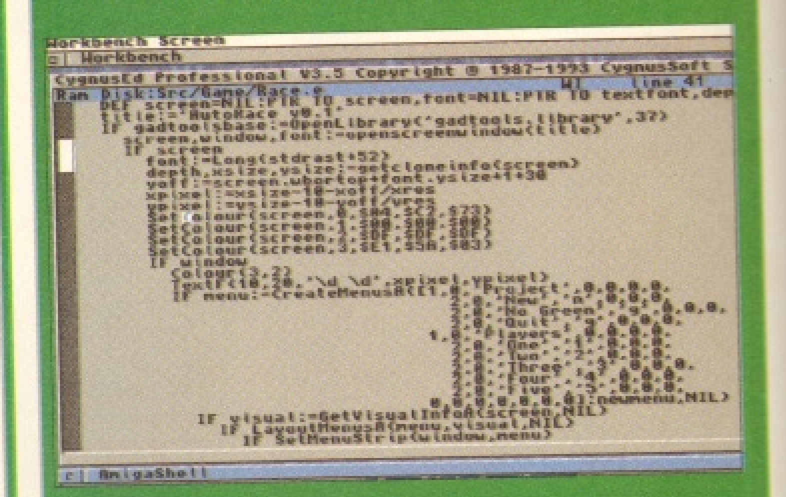


Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, W. Yorks WF1 1DH. Tel: 01924-366982 Price: £1.00 plus 50p P+P.

22%

Amiga E 3.2a

Programming language



At first I was dubious about Amiga E. Why reinvent the wheel? Surely a good easy to use C compiler would be more worthwhile project and the language might be of some use in your career or otherwise? However, friends urged me to take a look at the Dutch coded Amiga E and I have to confess, it's caught my fancy. It's a strange cross between Pascal, Modula2 and C. It has similarities with all but more so on the C side of things. So, if you're used to other Amiga compilers such as Dice and SAS/C, Amiga E is mind blowing because it's so easy of use.

Whilst this is a demo version which is limited to compiling less than 8K, it still gives enough scope to evaluate how it works in operation. There's a UK registration site for the full version documented in the manual if you get hooked.

Installation is incredibly quick. Just a few commands in your C: directory like the main compiler and an assign to the modules directory which is where it fetches the special 'includes' that are compiled into the program when aspects of system usage are needed. Compiling is quite amazing.

The speed of the thing defies belief and that led to worries about the size of the output code and run-time speed. These fears where laid to rest right away. The code overhead is smaller than an equivalent SAS C compiled program in most cases and the speed that the code executes is on a par too!

There's a veritable host of brilliant fully featured packages compiled with E including *Image Studio*, reviewed in these pages. It seems that Amiga E has all of the advantages of a custom Amiga package with extreme ease of use coupled with the brute force capability of the classic bastions of programming being the various C compilers out there.

If you've any programming inclination at all I urge you to take a serious look at Amiga E. There's plenty of third party support and documentation to back it up, even the main archive comes with a large beginners AmigaGuide document and you'll find it's far more professional and powerful than AMOS and the like.

Essential for all programmers and would-be programmers to look at.

Available from: NJH PD, 12 Meesons Mead, Rochford Essex SS4 1RN. Tel: 01702-546-796 Price: Two disks. £1.60 plus 70p P+P.



Exclusive PD

(Dept CU) 7 Beresford Close, Waterlooville, HANTS PO7 5UN











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TOTAL EXCESS
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WILD WHEELS AGA
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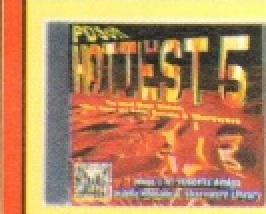
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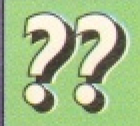
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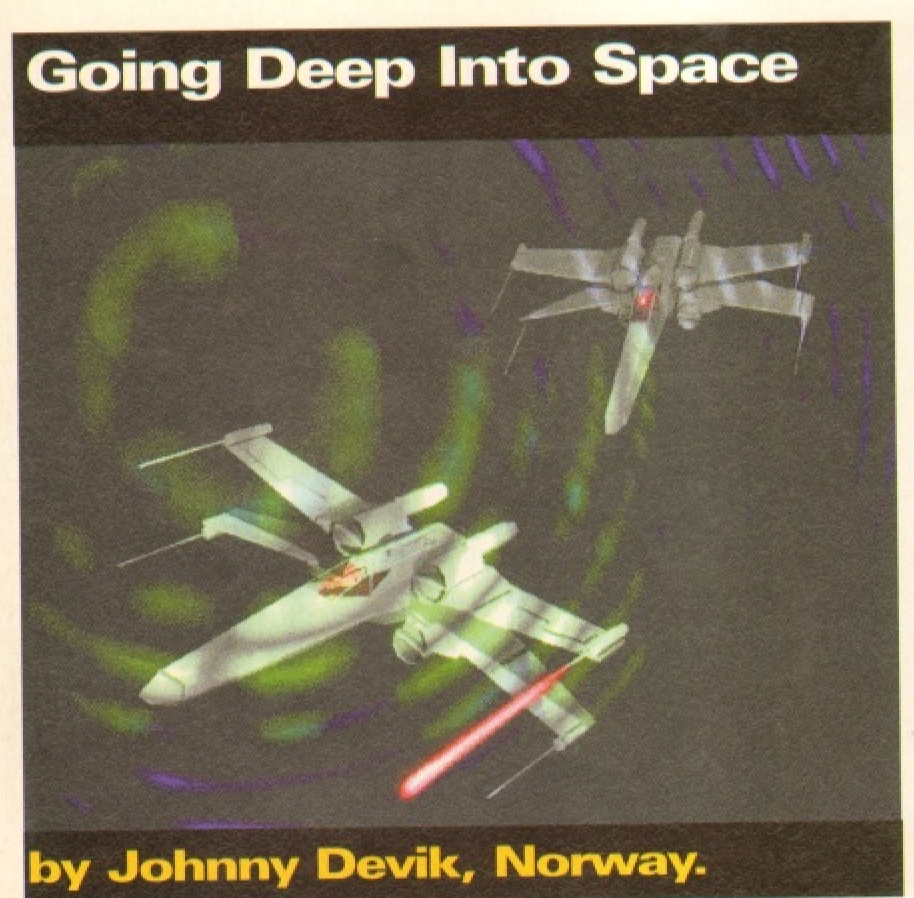
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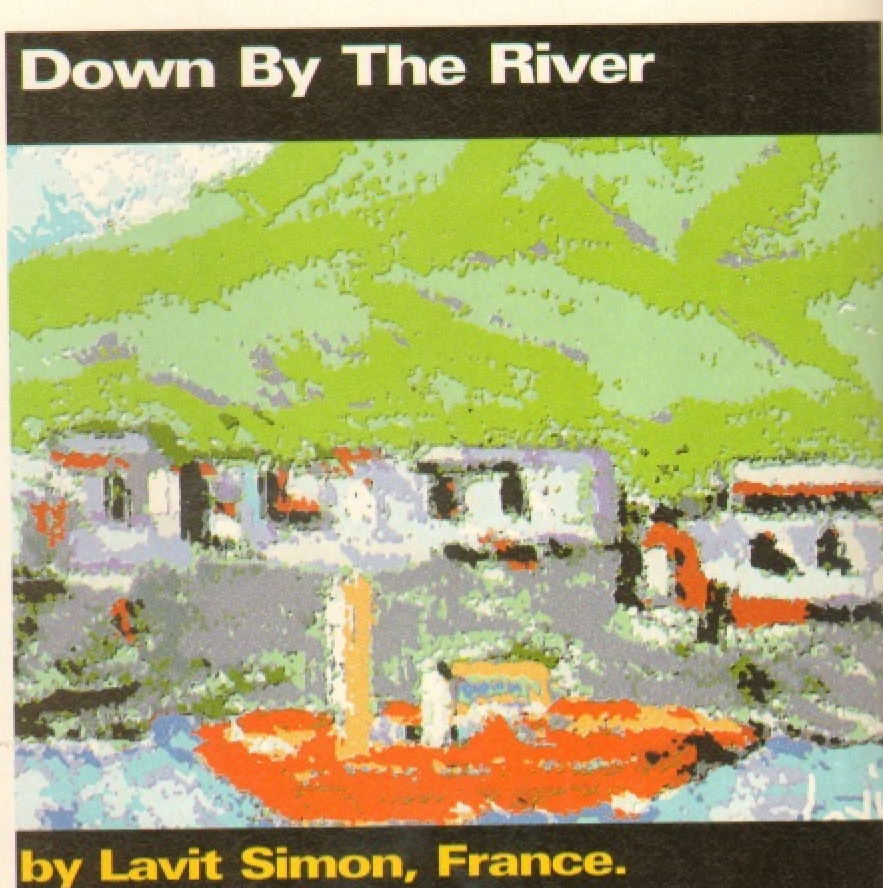
Art from Argentina, a German Art club and Messrs Devik and Simon back by popular demand.

Going Deep Into Space



by Johnny Devik, Norway.

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by Lavit Simon, France.

Don't Cry For Me ...



The picture above was created on an Amiga 500 with *Digipaint*. It is the work of three artists; José Chaya, Fer and Andrea Russi, who got together in 1988 to form MAAC (The Argentinian Movement of Computer Art) to "investigate the concept of the creation of reality in the field of computer, video, paintings and sounds."

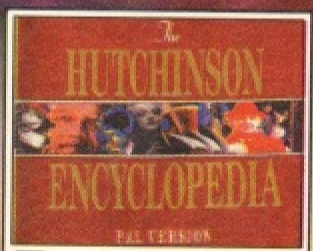
Plasma Pictures Art Club

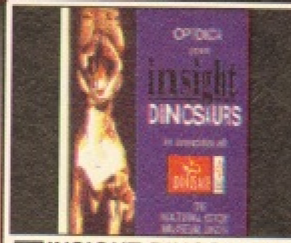
Plasma Pictures is a club which has been set up for all Amiga art loving fans everywhere. For a subscription fee of 5DM or $5 per month Plasma promise a clubdisk every three months which contains help and information on graphics, animations, raytracing, video, multimedia and demos. Aminet access and a PD service are also available. For more information contact: Bernhard Mönch, Regensburger Strasse 28c, 10777 Berlin, Germany. Tel: 030 211 5164.

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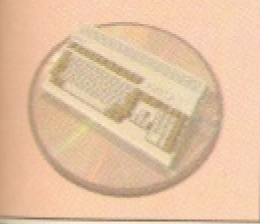

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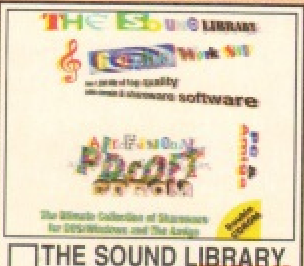

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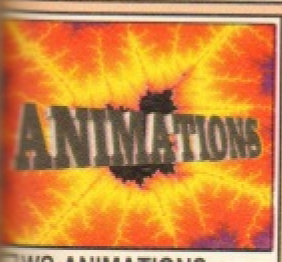

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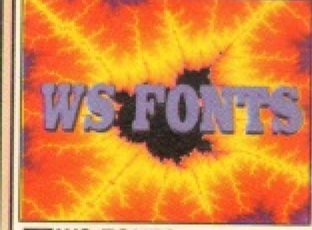

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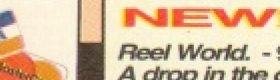

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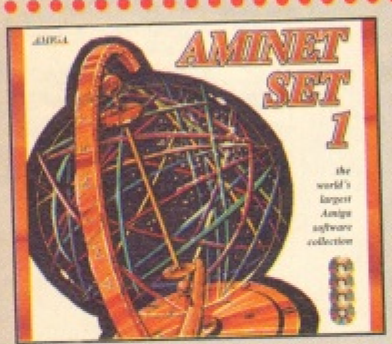
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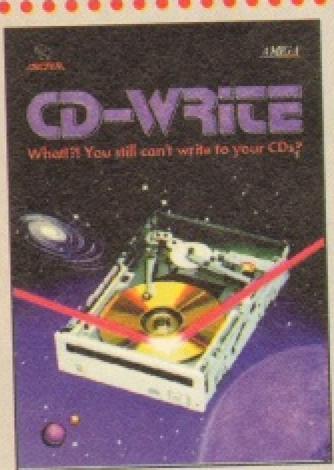
Aminet 7

Aminet CD 7, dated August 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 6 more than 540 MB new software has appeared. The current edition has a special focus on images, more than 10000 images from Aminet were included. User friendly access software makes the Aminet CD 7 a pleasure to use. £14.95



Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



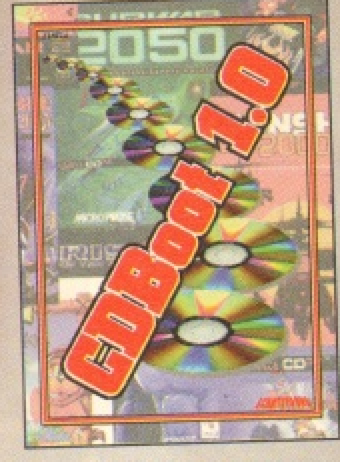
CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



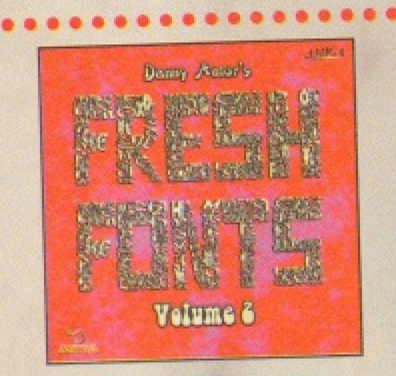
FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95



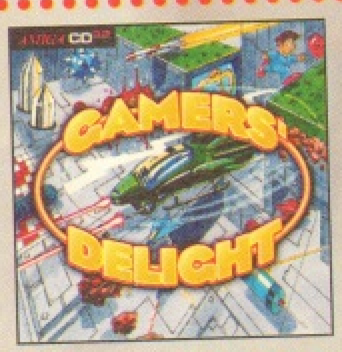
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



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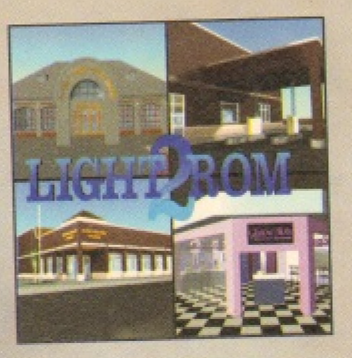
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Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



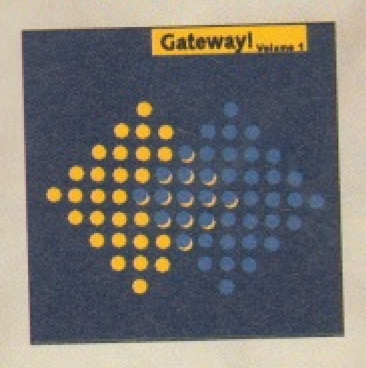
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The LIGHT ROM 2 CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave rela- ted text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



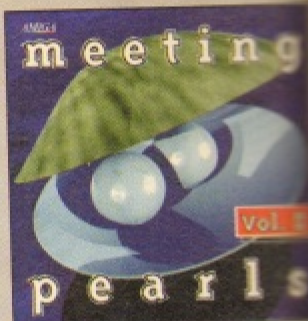
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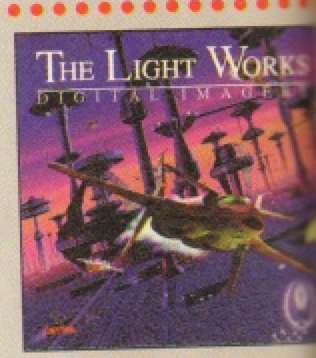
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



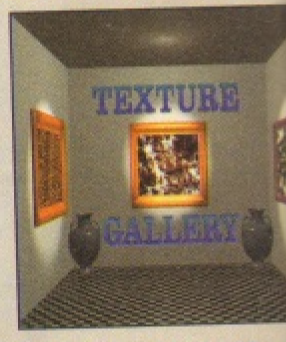
Meeting Pearls Vol

The Meeting Pearls Volume II contains 650 MB of the
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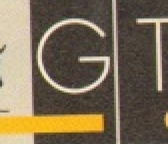
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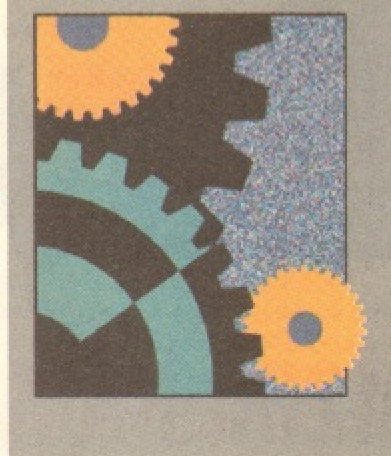
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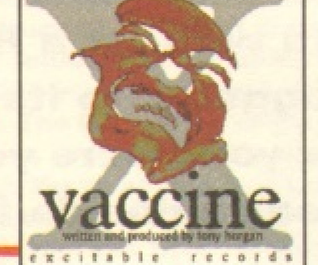
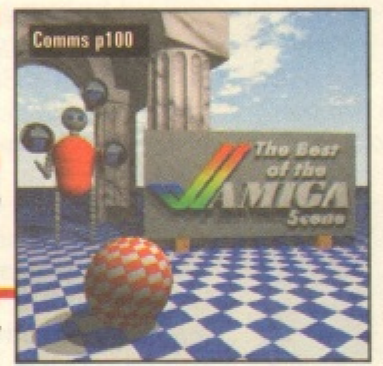
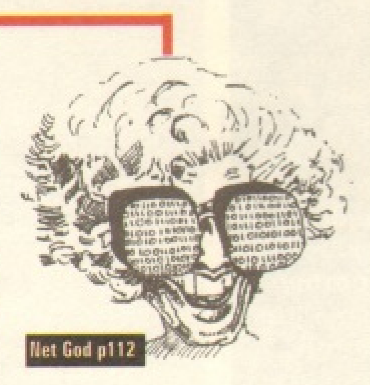


Image FX p104



Comms p100


Net God p112

Regulars

The return of Wired World not enough, Net God joins the team to spread comms news and gossip. Video Ideas adds some sparkle to your amateur TV productions. The ProCalc tutorial series wraps up. Sound Lab returns to show you to get some thumping sounds and we demonstrate how to lash up a snazzy album cover in ImageFX for a potential masterpiece.

Buyers Guide

A1200 RAM/Accelerator Boards

No A1200 is complete without a RAM and accelerator board plugged into its trapdoor but which one is right for you? Here you'll find all the information you'll need to decide for yourself.

The Amiga 1200 was a formidable beast at its inception. However, over time, software has demanded more and more from our Amiga hardware to achieve bigger and better things. Suddenly the A1200's stock 2Mb of RAM is nowhere near enough and for many applications its 14 MHz 68EC020 processor may also be too slow.

Therefore, rather than simply recommending the fastest and cheapest options, we're giving you all of the facts you'll need to make your own informed buying decision, based on your requirements and budget.

The single most important feature of any expansion board is RAM. If Fast RAM is added to the A1200 it runs between two and three times faster without a CPU upgrade. This may well be fast enough to preclude the need for an expensive accelerator. In fact in some cases it would be CU Amiga Magazine's recommendation to spend the money on more RAM rather than a 50MHz 68030 accelerator but the choice is wide and varied so it's best to shop around and see what's on offer.

For example, at just £20-£30 more than a bare RAM board, the 28MHz 68020 accelerators represent a higher pound to speed ratio than a more expensive high clocked 68030 unit. The Wizard Developments Magnum 1220 in particular outperforms the A4000/030 and in a 4Mb configuration costs just under £200. A 68030 CPU can cost as much as £200, and even then you'll need to add Fast RAM to get any decent performance from it.

For major acceleration you'll need to go for a fast 68030 (or 040 or higher). As an added bonus, many of the more expensive cards have provision for a SCSI interface. The top of the range Apollo 1230 sports a built-in SCSI interface and two SIMM sockets – most of your expansion problems solved at a swipe, while at £270 for the stock board it's good value but hardly cheap. Another possible option would be to get one of the 28MHz 68020 units and buy a Squirrel SCSI interface later if it's needed. The Squirrel driver software is generally better than that of the trapdoor SCSI units.

All the boards included here have a socket for an FPU. FPUs are very handy when used in

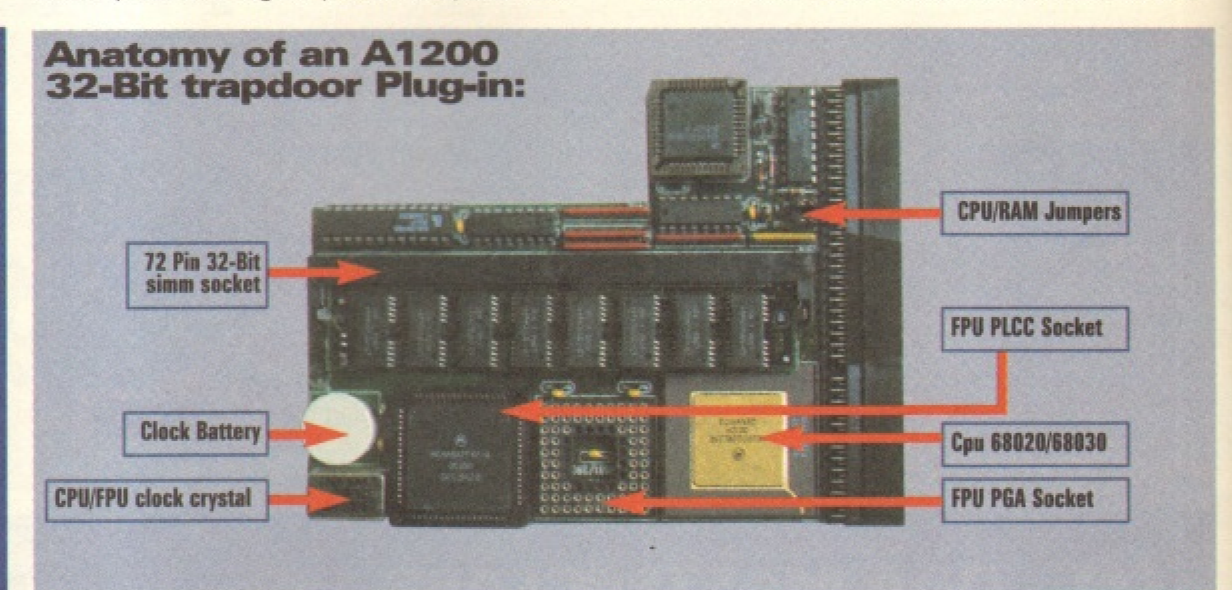
RAM's your man

RAM: Random Access Memory. This is your computer's immediate storage area. Programs and data are all stored and used in RAM for immediate access.

RAM is the only item that desperately needs expanding in a standard A1200. With sufficient RAM, everything operates much more smoothly and quickly. Extra RAM will also allow you to use your software to its full potential, working on larger projects and making use of more advanced features. Multi-tasking comes into its own once there's enough RAM to have three, four or more programs all running at once.

RAM should be your number one priority. In the early days, cards came with RAM in the various forms of ZIPs, DIPs, DILs or SIMMs. Thankfully now everyone seems to have settled on the SIMM standard. Things to consider include whether a card has one or two SIMM sockets. Can they take SIMMs of different sizes (eg. a 4Mb SIMM along side an 8Mb SIMM)? What is the largest capacity of the card? If you have some second hand SIMMs that are of the older double-sided variety, will they fit? Many have opted to use PS/2 single sided SIMMs only.

Anatomy of an A1200 32-Bit trapdoor Plug-in:



SCSI me where is the bathroom?

SCSI: Small Computer Systems Interface (pronounced 'scuzzy'). A comprehensive interface standard that can handle everything from hard drives to scanners.

SCSI is a common standard that virtually all complex peripherals use, including hard drives, CD-ROMs, scanners, SyQuest removable media and the long awaited 105Mb floppy ZIP drives. Modern drives are known as SCSI-2 and likewise modern controllers are also of this type but most devices are backward compatible. However, A1200 accelerators have yet to implement the SCSI fast or wide standard that would give radical improvements for fast devices like hard drives. Regardless, if you want to use one of these devices then you can either opt for a RAM board/accelerator that has provision to add a SCSI interface at a later date or look at the excellent Squirrel to implement SCSI via your PCMCIA slot. The Squirrel costs about the same as the optional SCSI interfaces offered by certain trapdoor card manufacturers, though the Squirrel driver software is considerably more advanced and reliable than all of the card add-ons that CU Amiga Magazine has encountered.

CPU/Processor

CPU: Central processing Unit. The brain of your machine, this is responsible for running programs. The Amiga is based on the Motorola 680x0 series of processors. The 16-bit 68000 was state of the art at the time of the Amiga's launch (1985). The 68000 has been followed by the progressively faster 68010, 68020, 68030, 68040 and 68060 (there was no 68050). The later CPUs are faster for two reasons. Firstly they require fewer 'clock cycles' to perform each instruction and secondly they can be 'clocked' at much higher rates. The term clock refers to a pulse generator that operates in millions of pulses or cycles per second. Hence the clock speed is measured in Megahertz or MHz for short. Older chips would need to be clocked faster to achieve the same speed as newer chips. A loose benchmark of speed is the MIP or Millions of Instructions Per Second.

68000 - The first in the series. 16-bit internal and external with some 32-bit instructions. Initially a maximum clock speed of 8MHz was possible. In the Amiga 1000, 2000 and 500 it was clocked at 7.14MHz which equated to less than three quarters of a MIP – paltry by modern standards.

68010 - Fixed some bugs in the 68000 to do with the 'supervisor' mode. It also had a few optimised instructions. It gave an extra few percent performance increase, and could be dropped into the vacated 68000 CPU slot.

68020 - A radical improvement. Suddenly the chip grew an instruction cache which meant that it had a small amount of internal memory to speed things along. It's a capable chip even today with a few new instructions that are performed with fewer cycles. The A1200's 68EC020 is the Embedded Controller version with only a 24-bit data line limiting the entire memory map to 16Mb.

68030 - A minor improvement on the 68020 contrary to popular opinion. It has just a data cache over the 68020 and this makes only marginal difference in performance. However, it grew an on-chip MMU (see MMU panel) and the full 32-bit address bus. The EC Embedded Controller version is missing the MMU. The advantage of this CPU is that it is available in clock speed versions all the way up to 50MHz. Running at 25MHz it's capable of just under 5 MIPS and just under £10 at the full 50MHz. FPUs have to be added externally (see FPU panel).

68040 - The largest improvement to date. The 68040 has very large instruction and data caches. It can also work on instructions in parallel internally. The cycles needed for the instructions dropped dramatically. A very fast chip indeed. In the A4000/040, the 25MHz 68040 churns 19 MIPs where the 68030 version of the A4000 at the same clock speed does 4.5. The EC version dropped the incredibly fast built-in FPU where the LC low cost version dropped the MMU and the FPU. Yet to appear in A1200 accelerators, the major down side was that it ran very hot. However a new cool running 3.3V unit has been released. 1200 owners beware!

68060 - Sadly the last in the 68000 series before Motorola drop it for RISC designs. The 68060 still offers previously unheard of performance and so has a long life before being outmoded by RISC. Capable of executing three instructions simultaneously per clock, it has a theoretical maximum performance of over 100 MIPs at 66Mhz. The 50Mhz 68060 in a CyberStorm runs at just under 40 MIPs.

conjunction with software that has been programmed specifically to take advantage of the FPU, otherwise the FPU will make no difference to overall operating speed. Software that supports FPUs is generally limited to 3D rendering software, structured drawing packages and mandelbrot generators. Unless you intend to use your Amiga for such applications, there's no reason to spend extra money on an FPU. Remember, it can be added later if you need one. Also bear in mind that there isn't much value in getting an FPU running at over 1.5 times the rate of your CPU. A 33MHz 68882 for a 28MHz 68020 would be sufficient. Check out the panels on these pages for a detailed guide to all the major components and features you're likely to encounter. ■

Mat Bettinson

MMU

Memory Management Unit. This offers hardware protection and redirection of memory access.

The MMU is primarily useful for virtual memory. Virtual memory is the act of making your machine think it has a lot more memory than it really does, by temporarily storing data on a hard drive that would normally occupy RAM. This is obviously a lot slower than normal and not practical for many purposes. The 68020 doesn't have an MMU and neither does the 68EC030 present in some A1200 accelerators.

FPU

Floating Point Unit. Complex mathematical operations involving a high degree of accuracy are very slow when the CPU has to do all the work. FPUs are specifically built for this and drastically speed up tasks that require these operations, such as 3D rendering. Most A1200 RAM boards and all of the accelerators have a socket for an FPU. You don't have to buy one right away though – you can choose to fit one later if the need arises. They may run at a higher or lower clock rate than the CPU, although if this is the case a crystal would be needed to synchronise the FPU and the processor. FPUs come in two types: PLCC (Plug Leadless Chip Carrier) and PGA (Pin Gate Array). The only difference between them is the way in which they fit onto the circuit board. If your board has provision for a PLCC FPU, make sure you don't get a PGA FPU – it won't fit!

Trapdoor board round-up

Ram Boards	0MB	1MB	2MB	4MB	8MB	Features
Amitek Hawk		£99	£129	£189	£329	✳ +
Prima		£89.99	£125.99	£189.99	£333.99	✳ +
Power 1208			£139.00	£189.00	£329.00	✳ +
Apollo RAM	£59.99		£119.99	£179.99	£299.00	✳ +
Gasteiner RAM	£49.00		£109.00	£169.00		✳ +
Apollo 1200 SCSI	£99.99	£134.98	£184.98	£229.98	£379.98	✳ + ❤

Accelerators	0Mb	1Mb	2Mb	4Mb	8Mb	Features
Magnum 1220	£79.99		£139.99	£199.99	£319.00	✳ +
Blizzard 1220				£229.95	£399.90	✳ ▼ +
Blizzard 1230 40Mhz	£189.95			£324.90		✳ × ● + ■
Blizzard 1230 50Mhz	£199.95			£334.90		✳ × ■ +
Blizzard 1260 50Mhz	£599.95			£734.90		✳ × ■ + ▲
Viper-1 28Mhz	£115.95			£249.95	£399.95	✳ × ■ +
Viper-1 33Mhz	£169.95			£299.95	£439.95	✳ × ■ +
Viper-2 28Mhz	£135.95			£269.95	£419.95	✳ × ■ +
Viper-2 40Mhz EC	£199.95			£329.95	£469.95	✳ × ■ +
Apollo 1220	£99.99	£134.98	£184.98	£229.98	N/A	✳ ▼ +
Apollo 1230 50Mz	£269.99	£304.98	£354.98	£399.98	£549.98	✳ × ◆ ❤
Apollo 1230 EC lite	£199.99	£234.98	£284.98	£329.98	£479.98	✳ × ● + ■
GVP A1230 40Mhz	£109.00			£308.00		✳ × ● +

Key to features:
- ✳ Battery backed real time clock.
- ■ SCSI adapter available
- ❤ SCSI adapter provider as standard
- ▼ 68020 CPU based
- × 68030 CPU based.
- ▲ 68060 CPU based.
- ● MMU-less version of 68030.
- + 1 SIMM socket
- ◆ 2 SIMM sockets

Amitek Hawk – Silica 0181-3091111
Prima – First Computer Centre 0113-2319444
Power 1208 & Viper – Power Computing 01234-273000
Gasteiner & GVP – Gasteiner 0181-345-6000
Blizzard – Gordon Harwood 01773-8367
Apollo – Visage Computers 0115-9642898
Magnum/Apollo RAM – Wizard Developments 01322-272908.

ProCalc

PART 11

Macros have been around for a long, time but they are still as useful as ever. Thank goodness using macros in ProCalc is simple.

Macros have been around for a long time. In fact I first came across them on my humble Sinclair Spectrum almost twelve years ago. I discovered that giving a name or a macro to a sequence of Assembler would save me a lot of time and heartache. Rather than rekey in a whole load of instructions every time I wanted a specific operation to be carried out all I had to do was the enter the name I had given it earlier and it would do it for me. Now, twelve years later, the Spectrum has been replaced by an Amiga and HiSoft's Assembler has been replaced by powerful applications such as *ProCalc*. But macros are still around, and funnily enough they do pretty much exactly the same.

However, creating a macro in *ProCalc* is much easier than the days of having to type out instructions in *Assembler*. To create a new macro all you need do is put our cover disk into a special 'learn' mode.

From now on all further actions will be remembered. When you're finished you simply switch this off, give the Macro a name and you're ready to use it in the future by simply recalling its name! No messing around with text editors.

In *ProCalc* macros allow you to record a series of actions and replay these at any point. If, for instance, you had a fixed template (see last month's issue for details on template building) showing sales you could create a macro that makes up a graph from selected cells – rather than having a fixed predefined area for graph data. In this way the cells for each month needn't be limited to a set range.

So what about an example, starting off with something really simple: create a new blank spreadsheet and type in any headline in cell B2. In Cell B3 type in something else, this will be a sub heading. Now with the mouse pointer select Start Recording from the Macros menu and with the mouse select cell B2 and change its colour, point size and font to make it look like a big heading. Now select B3 and do the same again, this time using a slightly different text size and colour to reflect the fact that it's a sub heading.

Finally click on End Recording under the Macros menu. *ProCalc* will now ask you for a name, this is the name that you'll use to refer to your macro in future. Up to 18 characters can be used, call it something like 'makeheading'. Next save the macro to disk using the Save Macros command, note this is found under the Macro's menu not the Project menu!

Now in future you can apply your headings to cells B2 and B3 simply by running this macro. Try it out, create a new spreadsheet and once again type some data into the two cells.

It's playback time!

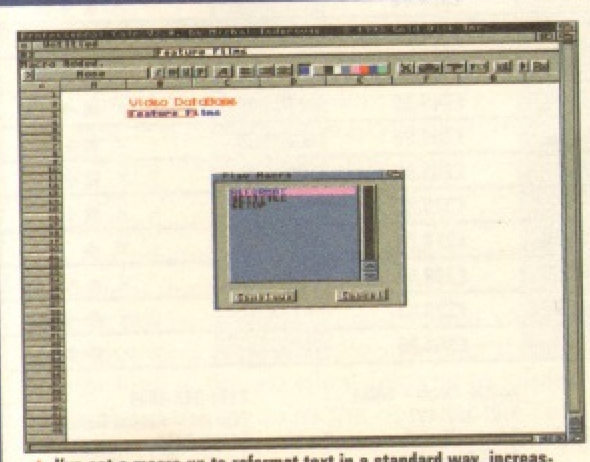
Now load the macro (Open Macros/Macro menu) and select PlayBack from the Macro menu. You'll be prompted for the macro name, select the one you created earlier, (makeheading), and watch as the text styles you made before are applied to the cells!

This is just one use, there are several other tricks that you can do. For starters when you record a sequence of instructions and play them back they will be applied to the cells starting from the current cursor position, not the location where the cursor originally was. At first this sounds a bit odd but it's really very useful.

Imagine, for instance, you were building a database of your video collection, and wanted to automate the entering of new videos. Each new line added might have a name, type, rating and running time. While the name and running time would obviously change from film to film the two type fields will always be one of a set selection. So we could set up macros to enter the different possibilities for us. Try this out by moving the cursor

Macro Golden Rules

- **Macros aren't saved with a spreadsheet – they are independent and are saved separately, although you can link a macro (or macros) to a spreadsheet so they are always loaded with it.**
- **Macros are relevant only to the current spreadsheet window. They can't interact with other spreadsheets or move data between windows. They can, however, exist away from individual spreadsheets – so you load a Macro used in one spreadsheet into another and use it.**
- **You can load macros from disk that have the same name as those already in memory – try to give each Macro a unique name to avoid confusion at a later date.**
- **Always test your macros, there are *ProCalc* actions that can abort the running of a macro.**
- **Although Macro recording tracks mouse movement and button clicks it ignores Window movement and resizing.**



▲ I've set a macro up to reformat text in a standard way, increasing the font size etc. All that's needed is to type in text and run it!

▲ Having a macro always load with a particular spreadsheet or template is no problem, simply use the Auto feature.

to cell A1 and start up the macro recording.

In our imaginary database column A will be the video title, which changes from video to video, so press the right arrow key to move the cursor to the right. This is the cell containing the first type field. Possible entries could be comedy, horror, drama and SciFi. Type in one of these, and then move the cursor using the right cursor key again. This is the second type field, a second cell containing your rating of the film - ie good, bad and ugly. Type in 'Good'. Now stop recording and give it a name. Now repeat this process with other possible entry combinations, such as SciFi and Good, SciFi and Bad etc.

Now the clever bit. When you playback these macros the cursor will move across from the current cells, no matter which row it's on and enter the type and rating fields. Have a bash at this by typing a video entry into cell A3, something like Star Trek: The Menagerie Pt 1.

Now run the macro for SciFi and Good and watch as the cursor moves to cell B3 and fills in SciFi and then to C3 and magically types in 'Good'. Now move down to cell A4 and type in Star Trek: The Menagerie Pt 2 and run the same macro. See how it moves to the cells relevant to the new cursor position and fills in B4 and C4 rather than the B1 and C1 where the data was originally entered. With a little imagination this can be a real time saver.

Automatic

Playing back macros is all wonderful but wouldn't it be cool if you could have a macro running automatically whenever you loaded a file. This is possible and very easy to do. But first a couple of points need to be cleared up. Firstly, macros aren't saved when you save a spreadsheet, they live on their own outside of the spreadsheet files – this is why you have save and load options under the Macro menu. And secondly, when saving macros the macro file will contain any macros currently in memory, you can't just save one of the current macros.

So how do we force *ProCalc* to save macros with a spreadsheet? To do this try the following: Create or open a spreadsheet and click on the Auto/Macro File from the Macros menu. Now select the macro file you saved earlier (remember the bit about saving macros at the start of this article) and then click on Continue. Finally save your spreadsheet in the normal way. Now in future each time you open this spreadsheet the macros in the given macro file will be loaded too.

To tell *ProCalc* which macro in a file you want to run on loading the file, load a spreadsheet and then click on Auto/Macro from the Macros menu. Pick the macro required from the list and select Continue and finally save the spreadsheet. In future this macro will be run whenever you load the spreadsheet.

Macro Keys

Macros are more than any other factor time saving devices - to speed up your actions, and what better way of speeding things up than to have keyboard short cuts so you don't need to keep going for the mouse everything time you want to record or playback a macro. Here are the key shortcuts for the macro menu.

FUNCTION	KEY
Open	Amiga F1
Save	Amiga F2
Close	Amiga F3
Close All	Amiga F4
Start Recording	Amiga F5
End Recording	Amiga F6
Playback	Amiga A7

You can also tie a Macro to a key so whenever the key is pressed the macro is run. To this hold down the Control key and then press the key you want associated with that macro. You'll now see a requester appear listing all defined macros currently loaded - pick the one you want. Now in future whenever you press Control and that key the macro will run.

Before I go

And that's about it for *ProCalc* macros. To finish off this *ProCalc* tutorial here's a brief listing of several useful *ProCalc* functions I find useful.

LinkDisk(filename,cell) returns the value or string of the cell 'cell' in the spreadsheet file 'filename'. This is a very powerful and useful function for getting information from other spreadsheets. Filename is the full pathname of the spreadsheet.

SetStyle (Boolean expression,true style,false style,cell) Sets the text attributes of cell 'cell' to that of true style if boolean expression is true and false style if, surprise, surprise, it's false. True Style and False Style are binary numbers with each digit setting a particular attribute. These being:

0	plain text
1	underline
01	underline
10	bold
11	bold and underline
100	italic
101	italic and underline
110	italic and bold
111	italic, bold and underline

TYPE(cell) Returns a value revealing the type of the cells contents. Values being 0=an error, 1=a formula, 2=a selection criteria formula, 3=a value and 4=a label.

DMAX and DMIN

Note: The following functions are database functions and work in conjunction with the database facilities of *ProCalc*.

A database has a number of fields in columns, the field to which these functions apply is found by taking the value in the offset argument, adding it to the first column of the database. The first field is called offset 0, the second is called offset 1 etc. Criteria is the search pattern used to find particular records in a database and is the name defining a particular search criteria. Both the database and criteria will need to have been defined before these functions can be used.

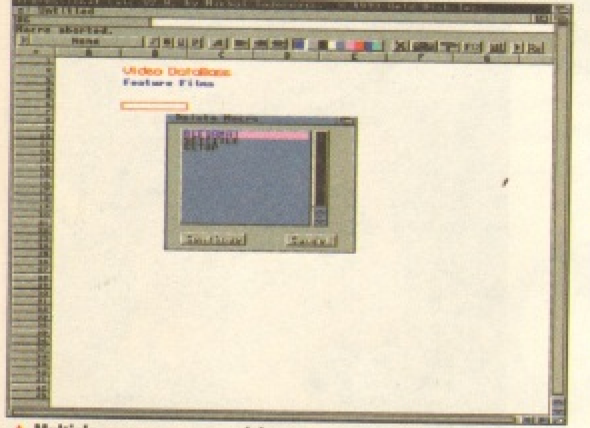
DMAX (offset,database,criteria) also DMIN with the same arguments. Using the field found in column 0 plus the value of "offset" from the left-hand side using the filter "criteria" find the largest value (DMAX) or minimum value (DMIN) in the database "database".

DSUM (offset,database,criteria) Adds up all the values in the column "offset" columns from the left in the database "database" using the criteria filter given.

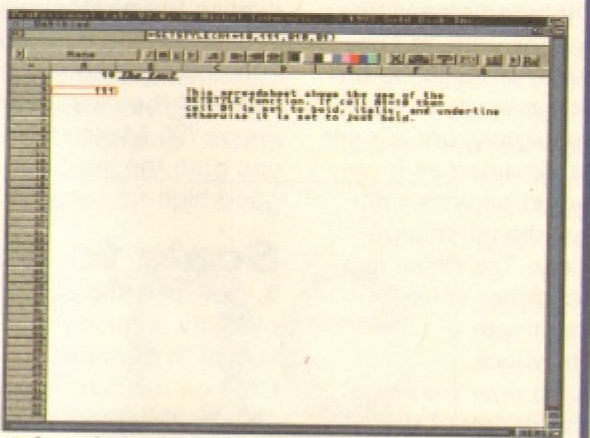
And that, I'm sorry to have to say is it for these *ProCalc* tutorials. It's a tremendously powerful program and one that will certainly go down in the annals of great cover disks. However, as with all big cover disks there's simply no way we can cover every aspect of the program in the pages of the magazine. As always the best way to learn how to use it is to experiment and play with the program. If you have any specific questions send them in, common questions will be answered in a future issue. See you then. I hope you have enjoyed the tutorials over the past few (few? – Lisa) months.

If you are missing any tutorial you can always ring back issues on 0858 468 888 to order up a specific issue.

Andy Leaning



▲ Multiple macros per spreadsheet are very possible, if you need to change them simply delete the old one and re-record it.



▲ A very simple but easy to follow example of SETSTYLE. With this cell attributes can be changed according to other cell contents.

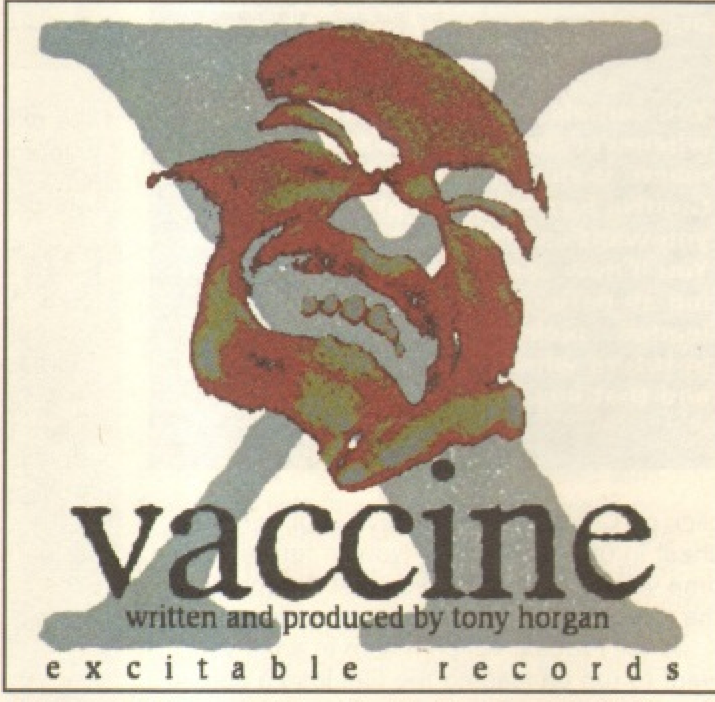
Image FX

PART 3

More secrets of Image FX are revealed as we take on the challenge of designing a professional quality record sleeve.

Get it here!
***Image FX 1.5* was given away free with the July 1995 issue of CU Amiga Magazine. If you missed out, you may still be able to get a copy from our back issues department. Stocks are limited so call now on 0858 468 888. To upgrade to Image FX 2.1 for the reduced price of £99.99 (RRP £249.99) call Wizard Developments on 01322 272 908. This special upgrade offer is valid until 31st August 1995 or while stocks last.**

There's more to image processing than meets the eye. With *Image FX*, you can use your Amiga to create professional quality artwork for all kinds of things. For instance, let's say you've used your Amiga to make a record and now you want a stylish sleeve design for it. *Image FX* is the perfect tool for the job, as we are about to prove.



▲ And remember, it's not available in any shops! Tony Horgan's stunning debut EP record sleeve was created with Image FX, the perfect tool for professional artwork production.

It's a record

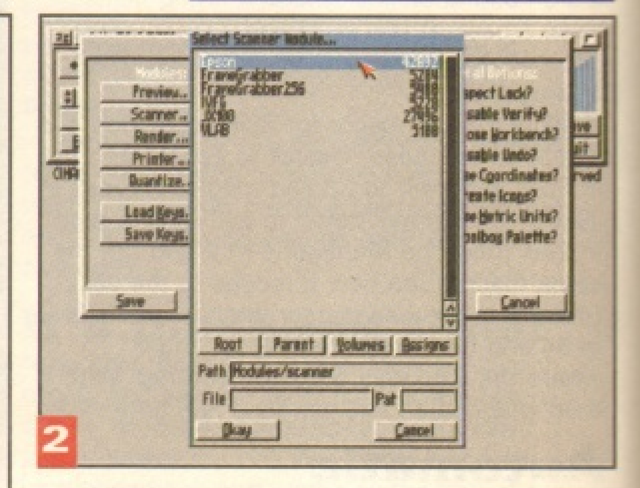
We've made up a sleeve for an as-yet unreleased record called Vaccine, on the Excitable Records label. In this case the image is 512 x 512 pixels in size, although if it was for real, a larger page size would have been chosen. *Image FX* is not limited to working on screen-sized images, so your pictures can be as large as your RAM capacity will allow. This is how it was done.

1. First we had to decide on a logo and 'branding style' for the record label, which we'd already decided to call Excitable Records. We decided on a big capital letter X for the label's logo and in order to keep continuity with forthcoming releases on the label, it's been placed behind the main picture in an unobtrusive shade of grey.

The normal way to get text onto a picture would be to use the Text tool. However, we wanted a raw, roughed up look, so the letter X was taken from a newspaper. It was originally about 1cm tall but was enlarged on a photocopier several times until it was around 10cms tall. Photocopiers enlarge images with an analogue process, so the image starts to break up slightly, but it's not as pixelated as it would be with a normal digital enlargement. The result is a smoother enlargement with a gritty look.



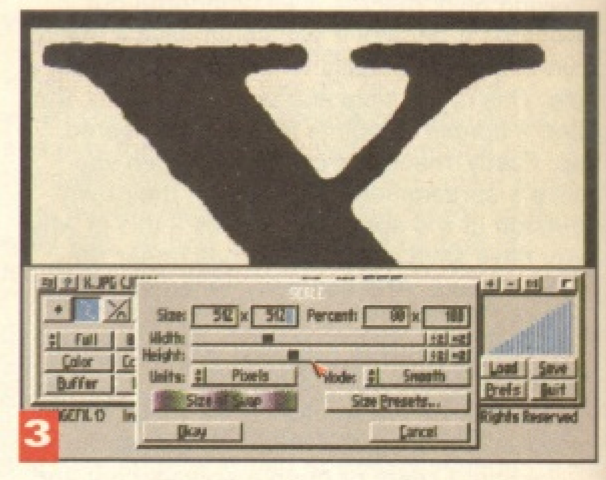
2. So now we've got a photocopy of the letter X, it needs to be scanned or digitised into the Amiga. *Image FX* comes with modules that allow you to scan and grab images from a number of scanners and digitisers. Click on the Prefs button followed by the Modules ... Scanner button to select the appropriate scanner or grabber. We used an Epson scanner in this case.



Alternatively you could digitise the photocopy with your grabber's dedicated software, save the image to disk and then load it into *Image FX*. Make sure that you grab the image at a good high resolution.

Scale to size

3. Now that the image is in memory, it needs to be scaled to the right size. Click on the Size button and change the dimensions. In this case we've changed the size to 512 x 512 pixels (as it's to be a record sleeve it needs to be exactly square).

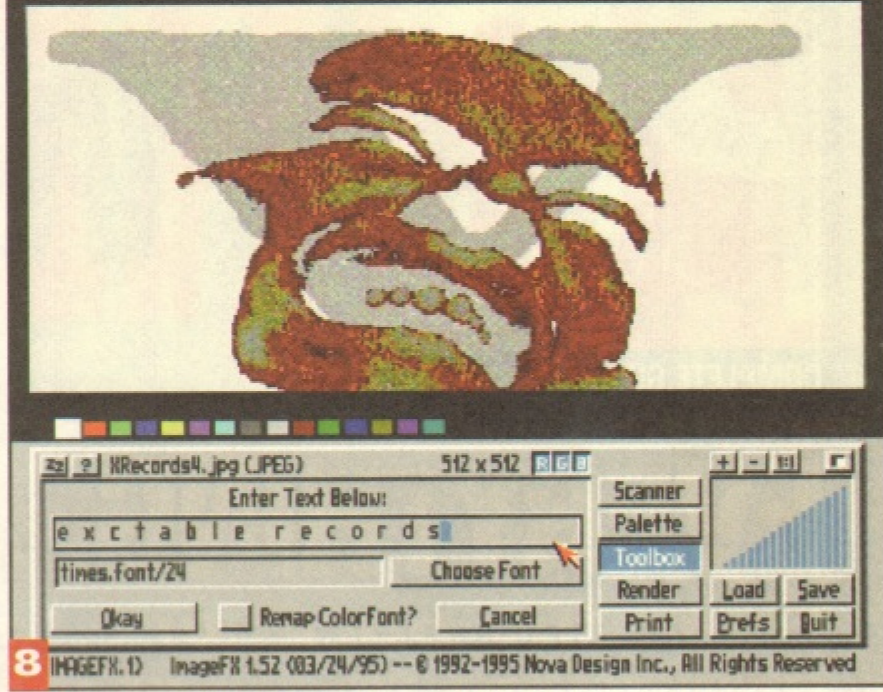


Now the black X has to be

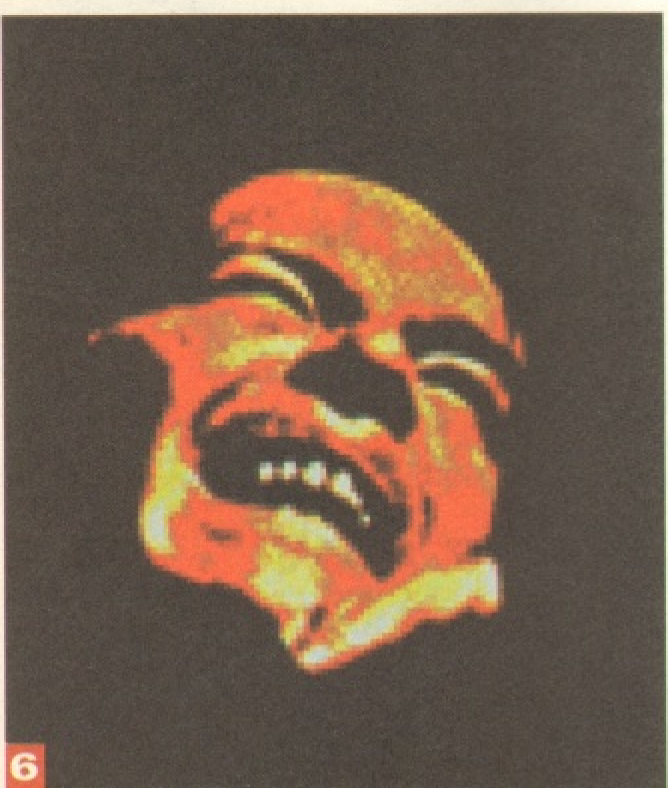




5



8



6

converted to a light shade of grey in order to sit behind the main text and images without over-powering them. Double click on the bottom right corner of the square tool to bring up its options. Select Lighten from the Mode button, and then click OK. Click the right mouse button to get rid of the tool bar and drag out a box from the top left corner of the screen to the bottom right. The whole image will be made a bit lighter. Do this twice more to increase the lightening effect. Save out the image to disk.

4. The only colour part of the image came from an old science fiction book. Scanning and duplicating copyrighted images is illegal, but it's acceptable to take part of an image and use it in your own work so long as it's substantially altered and preferably unrecognisable from the original. In this case only a small part of the picture was used, digitised with an Epson scanner. The original scanned area was about the size of a postage stamp which would normally cause problems with reproduction quality, but as the whole record cover is stylised, this isn't important.

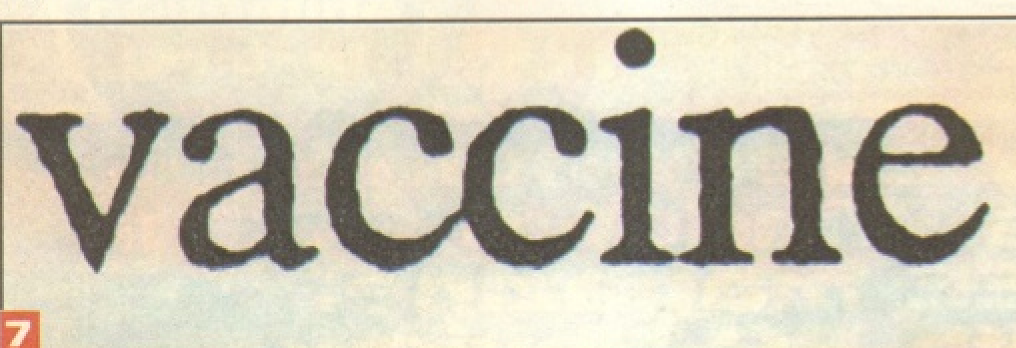
How degrading!

5. When you've got a low-grade image, the best option is often to turn this to your advantage, by degrading it further with carefully chosen processes. The posterize effect reduces the number of colours used in an image, usually turning it into solid areas of black, white, red, yellow, green and blue. This is what we've done to the image here. If you wanted to make the posterize effect 'cleaner' without the fine dithering you may be able to see here, first take the image through a blur effect, a number of times if necessary. This reduces the amount of slightly different coloured pixels and when you come to posterize the image, the areas of colour will be more defined from each other.

6. The area around the face was rubbed out by painting around the edge with a fairly large brush with the ink set to black. Pressing the J key jumps to the secondary 'swap' buffer, into which you can now load the background you saved earlier. Jump back to the posterized face, and you can cut it out as a brush using the scissors icon. Click on it twice to activate the automatic background removal feature. This has the side effect of not picking up the black areas within the face, so the mouth, eyes and nose appear to be transparent.

If the brush needs re-scaling, click on the Full button from the tool bar so that it reads Brush, and then scale it with the Size options. Now you can paste it down in the middle of the background, not forgetting to leave room for the text that will follow.

7. The title of the track, Vaccine, was taken from a newspaper and enlarged on a photocopier in the same way that the X was created for the background. This can then be scanned or loaded into the spare buffer, cut out using the scissors tool and placed over the main image. Make sure that Anti-alias mode is selected in the drawing options if you want to smooth the edges of the brush.



7

Careful wording

8. Finally we come to the small text along the bottom. For this we used the text icon (marked ABC) from the control panel. Click on Choose Font to select the font you require. We've used 24 point Times. To stretch the letters of the 'excitable records' line across the screen, simply enter three or four spaces between each letter, and twice that amount between each word.

That's it: one slinky record sleeve, ready to adorn your latest musical masterpiece. It would be a good idea to keep your 'work in progress' images for future use. The image of just the background logo and the 'excitable records' line could be used as a ready-made starting point for your next record sleeve. ■

Tony Horgan

ProDraw

PART 4

Time to give the lamp a rub and see what we can come up with when we dive into ProDraw's ability to use Arexx with the helping hand of a genie.

Gold Disk's *ProDraw* was one of the first programs to use the Amiga's *ARexx* capabilities by implementing a feature called a Genie. Genies are *ARexx* scripts which allow the operator to execute one or more built-in *ProDraw ARexx* commands. Lets take the menu item 'Open' in the Project menu. This menu item also has an *ARexx* command equivalent called LoadDocument. This enables you to use a genie to open a document using *ARexx*. A useless example perhaps, but you get the idea.

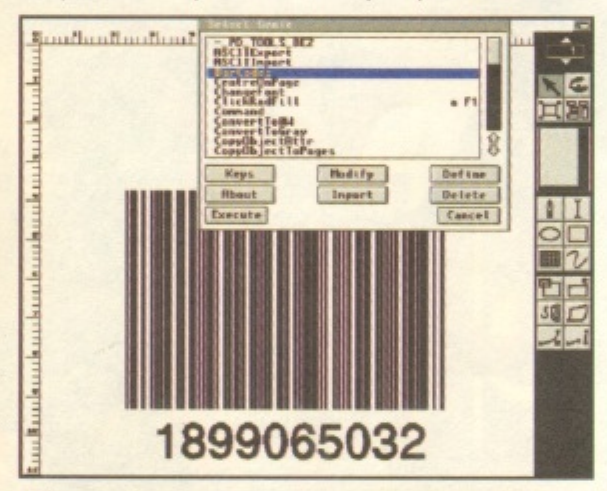
I dream of genies

You don't have to create your own Genies even though it isn't as hard as you may think. There are a number of them included with *ProDraw* and a lot more on a disk called Don's Genies which is available from LH Publishing for £3.50. See the boxout for the address to write to.

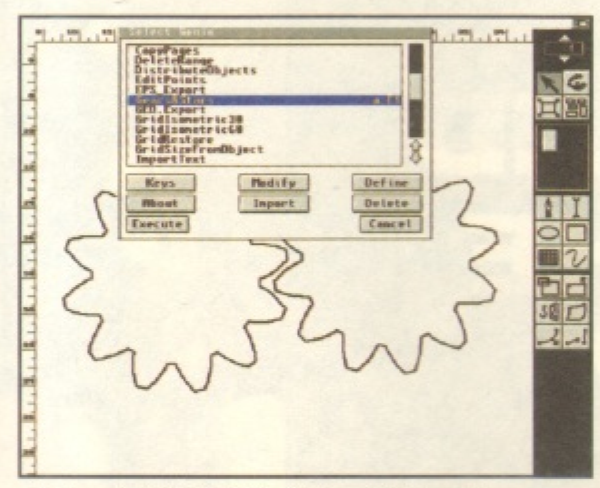
The aim of this tutorial is to give you a quick look at how to run a genie and the sort of things they can do for you.

ProDraw's Genies are in a directory called Rexx which is assigned in your Startup-sequence or User-startup. On the two *ProDraw* disks that came on the cover of CU Amiga, the Genies are located in the S drawer on 'PDraw 3.0 Disk_1'. The files are 'archived' and decompressed to RAM:*ARexx* when you boot the program disk for *ProDraw*.

If you have a hard drive, the Genies will more than likely be uncompressed in the S directory, which is the default directory for Rexx as assigned in a standard startup-sequence. Any Genies that you purchase or create need to be in the correct drawer for *ARexx* scripts.



▲ Ever wanted to start up your own merchandising business? Well here's a barcode to get you started (no really).



▲ Using a Genie is dead simple. Click on the Genie tool in ProDraw's toolbox and then select a Genie. This one is from Don's Genies collection.

Pure genie-us

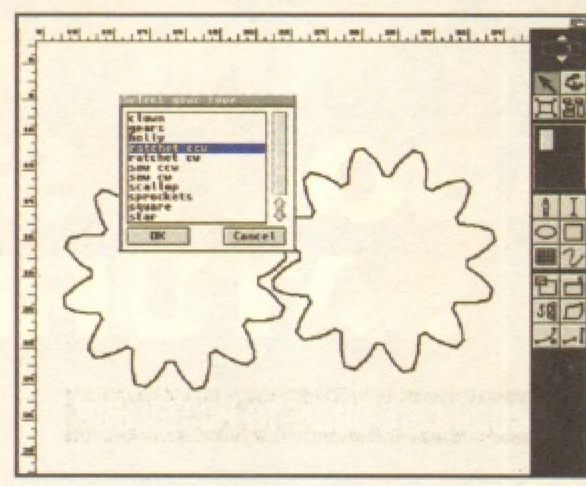
Once the Genies have been installed they should appear in the panel that pops up when you click on the Genie tool in *ProDraw*. If they don't, you need to make sure that the *ProDraw* support files (S directory) know where to find them and that *ARexx* is assigned. Also check that Rexxmast is run in your Startup-sequence. The panel for running a Genie is fairly straightforward.

The Keys button is for assigning a set of keys (on the keyboard) to a function. Lets say you have a Genie that you use all the time and you want to run that Genie with a keyboard short-cut. By using the Keys button you can do this.

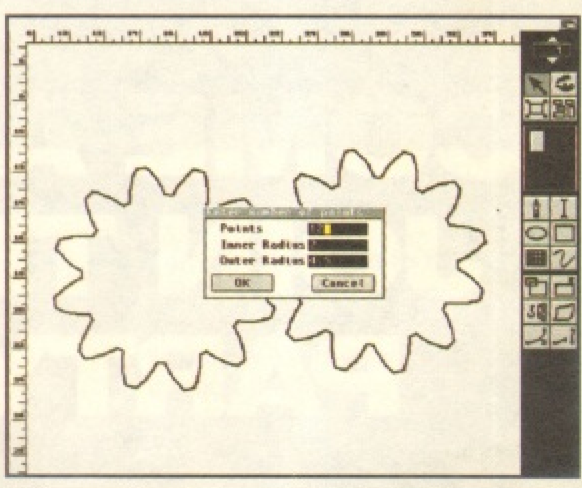
When you click on Keys, a message appears in the Genie panel's title bar asking you to press the required keys for the short-cut. If you press the left-hand Alt key and a function key, that combination will be assigned to that genie. This means you can run a Genie using that short-cut without opening the Genie panel.

Execute is the button that you use to run a Genie. First select the Genie you require and then by clicking on Execute, the selected Genie will be run just like a mini program. Some Genies are interactive, it the one you execute is it will pop up a requester to ask for some more input from you.

Others will put a message in *ProDraw*'s title bar telling you what the Genie is doing or if it requires you to do anything else like clicking on an object and so on.



▲ This Genie then asks a series of questions which need to be answered like the type of Gear required.



▲ Some more information is required to tell the Genie how many teeth you want for your gear and how big it should be. After clicking OK, the Genie goes off and creates the gears you can see in the background.

The About button has an obvious use. If a genie is selected and you click on About, a Genie goes off and looks inside the selected Genie and reports back with some text which tells you what the Genie does. The Delete button is fairly obvious as is the Import one.

The Modify and Define buttons are for advanced users. These take you into the Genie Editor where you can write your own genies or make modifications to existing ones. Before exploring these functions, I would back up any Genies you have in case you do something you shouldn't. You are then safe to start editing other people's Genies to create ones for yourself.

Larry Hickmott

Tell me more

To learn more about the genies in *ProDraw*, you can get the *ProDraw* manual which looks in-depth at many of the genies included with *ProDraw* and the *ARexx* commands themselves. The *ProDraw* manuals cost £13.50 including packing and postage and are an ideal reference source for *ProDraw* and its many commands. We also have a hard disk installer that will automatically install *ProDraw* onto your hard drive.

For more information on these and other products, ring LH Publishing on 01908 370230 or write to LH Publishing, 13 Gairloch Ave, Bletchley MK2 3DH.

Video Ideas



Give your video productions that special finishing touch and professional edge with some neat signing off tricks.

It's those little things in life that count. Those extra little touches can make all the difference. Watch any movie or TV programme and you'll find they nearly always sign off with a cute little sequence. It's these sequences that help you remember the name of the programme's producer and increase the production company's brand strength. You can do the same with your own video productions and animations. Here are some ideas to polish off your epics.

It's all in the signature

One of the neatest video titling tricks is the signature that writes itself onto the screen, as if an invisible hand is at work. There are a few ways you could achieve the effect. One would be to load up a paint package such as *DPaint* and record yourself to video signing your name onto the screen with the mouse.

The trouble with this is that you'll probably need quite a few attempts to get it just right and the only recording you'll have of it will be on the video tape, rather than a sequence on the computer that can be saved out and used again.

Slowly but surely method

Another option would be to create an animation by gradually signing your name, bit by bit, onto each frame.

This is likely to lead to a very untidy-looking signature, as there will be none of the natural flow that comes from doing it all in one go.

The best way is to sign your name on the screen with the mouse and open up an animation sequence with the first frame copied into the subsequent frames. Now move to the last frame and delete a small part of the last letter or flourish of the signature. Work your way back through the frames, taking out more and more of the signature as you go, working from the back to the front.

Remember to pay attention to the dynamics of handwriting and take care to delete certain parts (such as circular letters) over a larger amount of frames than straight lines (which would be drawn much quicker). This will lead to a much more realistic effect when it comes to replaying the animation.

The final result will be a sequence of frames that starts with an empty screen and draws out the signature as if by magic. You now have an animation that you can add to any of your future productions.

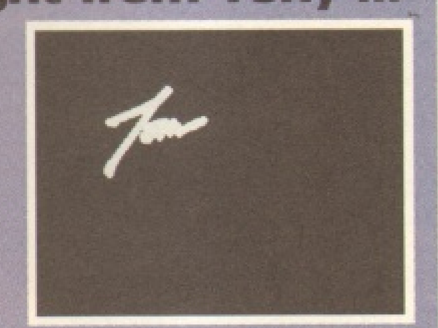
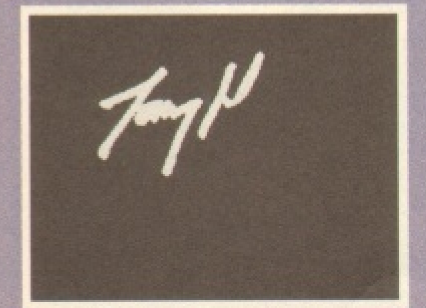
A little twinkling star

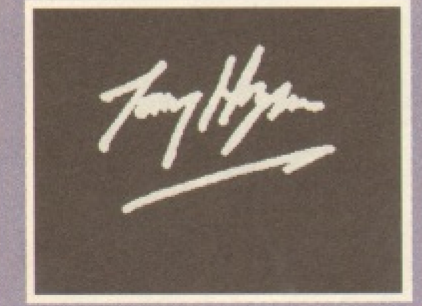
If you've got a corporate logo that you display at the end of your videos, why not give it a bit of sparkle with a few twinkly highlights? It's very simple to do, and can be generated with just about any animation package within minutes. Select a range of colours from bright white fading to a colour. Now, over a series of frames, gradually add a bit of twinkle to the logo's corners and highlights.

To make the most of this effect, synchronise it with a twinkly sound effect. This can be done very easily with the likes of *VideoTracker* and *MovieSetter*. ■

Tony Horgan

And it's goodnight from Tony ...




▲ Here's an example of that well used signing off routine. It's easy if you know how.





How to get up, on and into the 'net using Demon's AmiTCP. Get ready to get hooked.

The Internet is a complex entity. It relies on a special protocol developed in the 1970s for military use called TCP/IP (Transmission Control Protocol/ Internet Protocol) So, in order to link up to the 'net, we have to have some kind of interface to allow our Amiga to converse in this special language. There really is only one package on the Amiga that does this properly – AmiTCP. Last month we detailed how to get this essential package, now we shall look at setting it up.

First you need to call Demon up direct (tel: 0181-343 4848). After calling in, you'll be prompted for your domain. Enter the name that you selected when you applied for an account. You'll also have to make up a password and you will be given an IP address. It's important to write this down and your password too.

Installation

Installing AmiTCP will require nearly 6Mb of hard drive space so make sure you have enough free to do so. We are going to work with an archive created specifically for Demon Internet Services. However, if you have chosen another provider, you can follow the example configurations and may modify them later.

James Savage is the chap who created the the AmiTCP Demon installer that has made our work a hell of a lot easier: so many thanks to him. This large 1Mb LHA archive will need to be extracted somewhere onto your hard drive first and then the Install icon clicked to proceed. What follows is a series of questions that you must answer in turn so that AmiTCP will be configured as it is being installed to its final resting place.

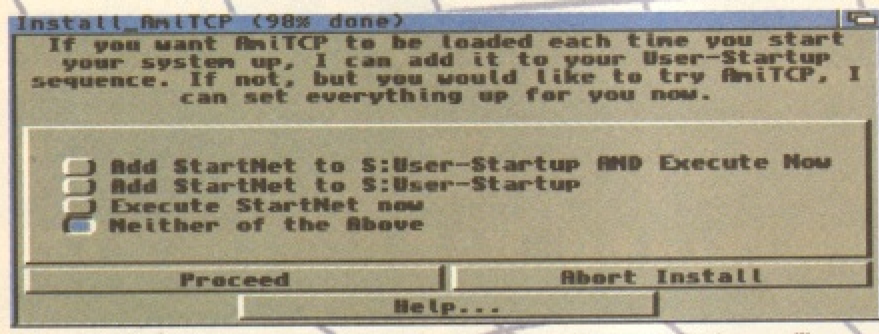
Thankfully most of the questions are self explanatory, ie such as 'your full name', your chosen user name and so on. Eg: **<username>@domain.demon.co.uk. As in mat@cu-Amiga.demon.co.uk** where 'mat' is the username. You can set up a multitude of usernames as needs be.

When you applied for your Demon account, you should have specified a 'domain' name. In this case our domain name is 'cu-Amiga'. The installer will present your entire address to you when these details are complete and if not correct, you can start again. When the installer prompts for the IP address, enter the number you wrote down when you called Demon with your terminal package. '158.152.47.92' would be a typical IP address. It's the address of your very own tiny portion of the 'net so it's important to get it right. Likewise your password needs to be entered as the same one you chose when you called Demon direct. Demon in particular have a number of 'PoPs' (Point of Presence) around the UK. These allow you to link up to Demon at a local call rate to get Internet connectivity at a lower cost. The installer only has a few PoPs listed. If you can't find a number local to you, don't panic; chances are there is a local PoP not listed and you can change the number to dial up later.

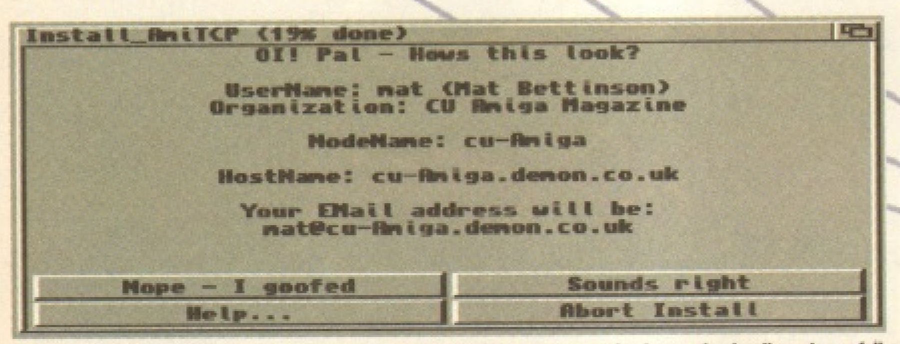
Hopefully you are familiar with changing your modem settings. They should be: eight databits,



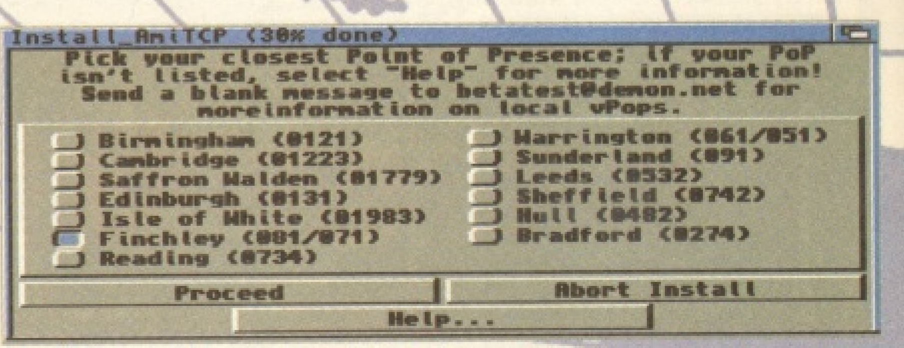
▲ Linking up the the Internet via Demon Internet Services. Seen here is the dialler calling up the local point of Presence (PoP) and negotiating our account, password and the type of connection.



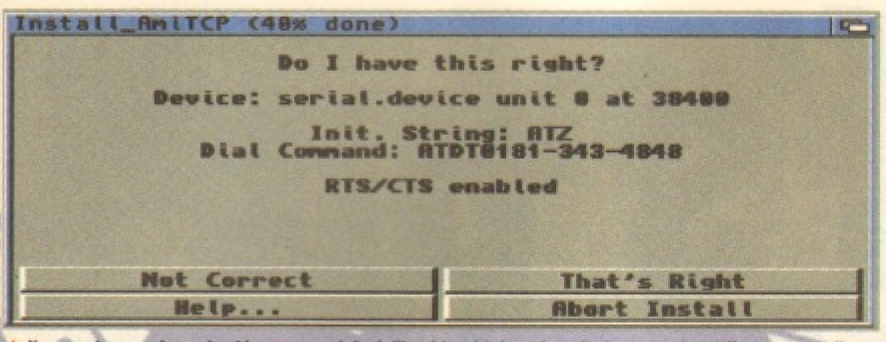
▲ Here the installer wants to know if you want to start AmiTCP every time your machine boots up. We recommend that you don't do that and activate it manually before you start up. This saves memory.



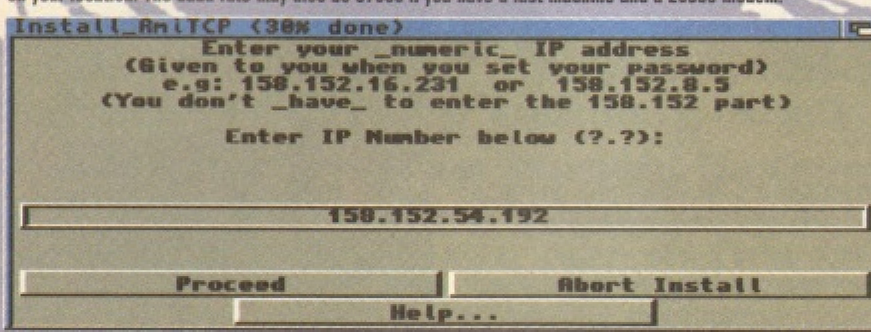
▲ When entering your domain and user names, you're given the chance to check over the details and your full E-Mail address is presented. If it's wrong, you can loop back and correct those details.



▲ The installer presents a small selection of Points of Presence (PoPs). Choose one that's a local call to you as the dialler will call this number to link you into the 'net. This can be changed later on.



▲ Your modem settings should pretty much look like this with just the telephone number different depending on your location. The baud rate may also be 57600 if you have a fast machine and a 28800 modem.



▲ Your Internet Protocol or IP address is your very own portion of the 'net. Demon will give it to you when you dial up with your terminal for the first time. It's important to get it right when entering it into the installer.

one stop bit, no parity and RTS/CTS hardware handshaking, likewise in the installer when you are asked. Chances are your modem is already set up in this fashion for the direct dial-up to have succeeded.

The modem set-up 'strings' that the Installer prompts you for should work without modification so we recommend leaving them alone and using the defaults. If problems arise, they can be changed afterwards as with all of the other values you are entering into the installer.

When prompted for the baud rate, you will notice that most of them are much higher than the speed of your modem. This is to facilitate data compression because the modem may actually be able to move data faster than its actual baud rate. 38400 is ideal for 14400 baud modems and 57600 is good for 28800 modems. Unlike the installer says, Demon's modems are now locked at 115200 so 57600 baud with a 28800 modem is just fine.

The last question asks you if you want to start AmiTCP every time you boot your machine. We don't recommend that you do this since it will consume memory from the outset even if you decide not to go 'net surfing.

All the necessary assigns are not placed in your user-startup sequence as other installers would but they are present in a file called 'startnet' which resides in your AmiTCP:bin/ directory. In order to install all the necessary assigns and to activate AmiTCP, we need to execute this DOS script. If we installed AmiTCP to Work:AmiTCP then to start we would need to enter in the shell:

```
Execute
Work:AmiTCP/bin/startnet
```

If all goes according to plan, AmiTCP should start up and we will have a working interface between our Amiga and the Internet. Now all that remains is to link up and dial Demon to get on the 'net for real. To do this, again enter in the shell:

```
Link up
*pix: Linkup.IFF
```

Suddenly a window should pop open and your modem should dial out. You should see the 'dialler' log in for you and hopefully the window should vanish. It's not uncommon, however, for this stage to fail for no good reason especially when Demon is busy during peak hours (after 6pm) so retry if it fails just to make sure.

After the window vanishes, another log window should appear and this will show you any in and outgoing E-Mail moving between your machine and Demon. Congratulations, you have just plugged into the Internet!

If things went according to plan then well and good, but make sure to familiarise yourself with the layout of AmiTCP as it will help when you come to install Internet 'clients' later on. Since this is all a carry over from Unix based systems, all of the configs must be edited by hand. Most of the files that need editing are in AmiTCP:db/, such as the file 'dialscript'. This controls the the automatic dialler. This is where you'd look if you wanted to change the phone number that you wanted the PoP to dial. Likewise if your password is wrong, you'll find it in here.

Having a browse through the hideous text configs in this directory can't hurt and when you come to install some third party clients, they will usually give you step by step instructions on which files to edit and what to change.

AmiTCP clients

One of the great things about the AmiTCP Demon installer is that it has some basic clients set up ready for use right away. Most are certainly not the best available but they do work and should be already configured by the installer. For example there's 'Mail' which is a small E-Mail client. To access this, enter the CLI and just type 'Mail' after starting AmiTCP. Voila! There's an AmigaGuide document in the bin drawer along with the Mail program so take a peek at that for some instructions.

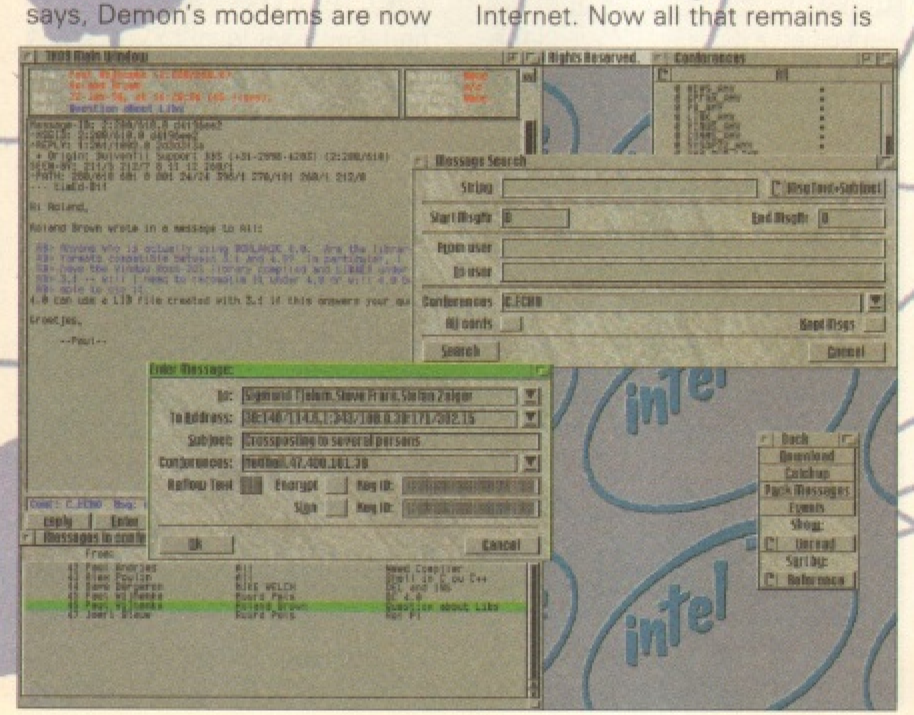
There's also a working, if rather cruddy, news browser provided that's called 'Tin' and it will no doubt surprise you (not!) to learn that it can be activated by typing in 'Tin' at the CLI. It works entirely inside a CLI window so replacing this with a nice GUI based news reader may be your first priority.

Obtaining lots of juicy software is what FTPing is about: this is File Transfer Protocol. There's quite a decent FTP client provided called NcFTP. (You'll never guess how you activate it!) Make sure that you CD to where you want incoming files to arrive. Then run it and type 'open ftp.demon.co.uk' and with luck you should log straight into Demons own FTP archive. You'll notice that it behaves just like a shell of its own and in fact that's what it is. However, the commands are Unix based rather than AmigaDOS but they have much in common. Once logged in, type 'CD pub/amiga' and you're into the Amiga archives. 'CDUP' is the command for moving to the parent directory. 'Dir' for fetching a directory and 'LS' for a List Short of the files in that dir. When you spy something you like, enter 'Get <filename>' and it should start downloading before your eyes.

Remember that Unix is case sensitive so typing the filenames exactly as they appear is the order of the day.

Have a look at the Internet software. Very much of it is Demon specific and you can try grabbing some new and interesting clients. 'Grapevine' is a must as is the wealth of documents on various aspects of AmiTCP and the Internet. Go on. Try it out now. ■

Mat Bettinson



Where can I get AmiTCP?

The package that we've been talking about here is AmiTCP 3.0 beta release 2 and it's shareware. That's to say that you are under no obligation to pay for the goods. However, there is an AmiTCP 4.x and as is increasingly the case with shareware reaching an advanced stage of development, it has gone commercial.

Available from:
NSDi/Orders, P.O. Box 32, FIN-02151 ESPOO. Cost: £62.00

It's worth noting that very few Internet clients require V4 and upwards since 3.0b2 is in much greater public use and performs quite adequately. Look out for a review of the commercial version very soon.



Surf's up

NetGod, our good surfin' buddy lets us in on what's happening on-line.

Salutations 'net heads. Out of all this month's happenings on the comms scene, nothing is more bizarre than the melee in 'comp.sys.amiga.misc. It seems that one dealer saw fit to post a fax from CEI, America's ex-Commodore distributors, which stated that the street price for the A4000T would be set at $3500 US. CEI supporters claimed that it was Ed Goff, former lawyer and VP of Commodore US, that leaked this price tag. What followed was a week of campaigning against Mr Goff, including (believe it or not) death threats and the handing out of his personal address.

Meanwhile, in Germany, Amiga Technologies' Dr Peter Kittel (product development) and Mr Giles Bordin (PR) declined to reply to the rumours. This did nothing to cool down the flaming wires around the globe. Finally Mr Bordin posted a carefully worded response to comp.sys.amiga stating that no price had actually been set yet, nor had any US distributors been appointed. The true meaning of this would probably translate to: 'Get real CEI'. By stating that no US distributor had been appointed immediately put to rest any CEI related claims ... though it's still not clear what part the well-flamed Ed Goff had in all of this.

Finally, I've been hassling US Robotics to tell me why they don't support the Amiga. Wouldn't it be nice if we could apply the rockin' V34+ 33600 baud flash-rom updates to our Couriers without running PC Task? No response though. (How about blasting them an E-mail yourself? Try: support@usr.com. Tell 'em NetGod sent ya.)

Net news

New Amosaic with Forms

Amosaic 1.4b is a new public beta precursor to the long awaited 2.0 version of the only graphic WWW browser on the Amiga. It supports 'forms' that allow you to enter in text to Web sites etc. It's quick to use though it is plagued with the occasional hang. It doesn't require *AmiTCP V4.0* so it can and does work nicely under the much more common *AmiTCP3.0b2*. Get it from the Amosaic home page.

Thor gets TCP capability

The excellent Norwegian multipurpose electronic mail browser, *Thor*, has had a support package released that allows it to interact directly with dial-up news and E-Mail. This turns *Thor 2.0* into one of the most powerful complete electronic mail solutions around. You can FTP *Thor* from the Aminet in comm/mail/Thor201.lha and ThorTCPBeta3.lha for the pack.

demon.amiga NNTP probs

This month NNTPclient's problems with messages which have very long line lengths caused a stir in Demon Internet Services' Amiga support group. The symptoms were NNTPClient failing in mid news transfer with a 'getnext-text' error. The only cure is to either use another NNTP client or insert the culprit messages msg-IDs in the history file in Amitcp:db/newshistory. AmiFileSafe was also causing a stir.

#Amiga Mama missing

Once again the #Amiga channels resident 'bot, 'Mama' has been on extended vacation – a big problem because she is invaluable for searching the Aminet archives for desired files and /msging news items to participants. The famous Amiga musician, SideWinder, was reminiscing about C64 games and exclaiming 'Sheep!' and 'Woof!' as usual while J Compton, the editor of the popular electronic magazine AReport, was conspicuously absent since he was busy writing our points of view page this month. Gilles Bordin, Amiga Technologies PR man materialised under his pseudonym 'GBO' but was quickly engulfed by a netsplit before CU Amiga Magazine could talk to him. If you haven't discovered the 'IRC' yet then FTP 'Grapevine138.lha' from the Aminet and look at the docs. IRC, standing for Internet Relay Chat, will be the subject of a future Comms feature.

Demon go 28800

Recently all of Demon Internet Services VPoP numbers (which are virtual phone numbers that give local call access to much of the country to call the same racks of modems) were upgraded to V34. The increase in bandwidth for dial-up account holders is much appreciated, with both news slurping and FTPing being much quicker if a VFC/V34 28800 modem is used. Many of the traditional PoPs are still 14400 only with a view to being upgraded later in the year.



Fidonet AMIGAMAGS miffed authors

Topics in this Fidonet echo dedicated to the discussion of Amiga magazines currently revolve around the price hike of certain Amiga magazines and speculation over why other magazines haven't felt the need for a price rise.

Also, cover mounting shareware without the permission of the authors has caused some debate over the legalities and what action can be taken. ■

NetGod

NetGod is a freelance journalist whose secret identity gives him more scope for honesty.

CU Amiga gets wired!

No more CIX! You can now mail each of the staff individually when you need to and submit letters for Q+A, BackChat and news etc. via E-Mail. Rejoice!

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> news@cu-Amiga.demon.co.uk



Frequently Asked Questions

Computers crashing suddenly, funny colours appearing on screen, flashing lights ... No it's not a scene from the X files, it's FAQ.

Q. When I switch my Amiga on the screen goes a funny colour. What's wrong?

A. During the startup process the Amiga performs a set of self-diagnostic checks. During these tests the screen changes colour and if anything serious goes wrong, the display may freeze. If all is well, the normal boot process continues and either the Kickstart display appears or the Amiga boots from hard disk or floppy.

Here is a list of the screen colours which you may see during booting, including those which may appear if all is not well.

Dark Grey: initial hardware and CPU test passed OK
Light Gray: initial software test passed OK
Red: there is an error with the Kickstart ROM
Green: there is an error with the Chip RAM
Blue: there is an error in one the custom chips
Yellow: trap error: something crashed before the Guru trapping code was in place.

Sometimes the problems are due to loose chips or boards. For example, a red screen may sometimes be fixed by pressing down on the Kickstart ROM to make sure it is seated correctly. Occasionally 'ROM switching' kits put too much strain on the ROM socket and cause bad connections. Sometimes you can carefully remove the chip and straighten any bent pins (remember to use anti-static precautions).

A green screen could be caused by a loose memory board in the trapdoor socket, or a loose or faulty RAM chip on the expansion board. If you get the same result testing the board on another Amiga chances are a RAM chip is damaged and needs replaced: if soldered directly to the board this is best left to a dealer.

Q. My computer seems to crash (guru) a lot. What's happening?

A. Rather than being a hardware fault, it is more likely that gurus are caused by a particular program which requires more memory or a Floating Point Unit or some other resource which isn't present on your system. For example, Virtual Memory programs need an MMU: a Memory Management Unit. Some 68030s (but not all) have an MMU as an integral part of the processor chip. Slightly cheaper EC versions don't. MMUs are also required by debugging programs such as Enforcer. If your Amiga crashes when playing games which don't require any special resources, or continually resets or pops up the Software Failure banner when nothing is happening, it could be an intermittent fault due to hardware. There are difficult to pin down, but common causes are faulty or overloader power supplies.

Q. My disk drive seems to be faulty. When I put a bootable disk in (such as a cover disk or game), it makes a few clicking sounds then nothing happens.

A. It could be the disk drive itself is broken. If you have Workbench 2 or better, you can check by using an external disk drive. Pop a disk in the external drive, and if the same thing happens then it is probably not the internal drive but a problem with the CIA chip.

If the external drive works, then there is a good chance the internal drive is broken. Symptoms of a dodgey drive include: sometimes the disk will be recognised, sometimes it won't. Some disks will work, some won't. Depending on the severity of the problem you could ask a repair shop to recalibrate the drive. In the worst case the drive will need to be replaced, which will cost about £30 to £50. It isn't hard to fit a new floppy drive as long as you get the right model for your Amiga.

Q. My A500 power supply is broken. Can I use the power supply which came with an A1200 with an A500?

A. Yes you can. The leads are identical and even if the A1200 supply is rated higher it will work fine. The A500 will only draw as much power as it needs.

Q. When I switch on my Amiga, the caps-lock light flashes. Why?

A. The Amiga keyboard also has a self-diagnostic routine and it communicates by flashing the caps lock key. The warnings are as follows:

One Blink: keyboard ROM error
Two Blink: keyboard RAM error
Three Blinks: timer failure

If your keyboard starts to misbehave like this, there is very little you can do. You should check to see that all cabling is fitting tightly but if the problems persist you will need a replacement keyboard. ■

John Kennedy

A chip off the old motherboard

There are two CIA chips in every Amiga and they handle the serial port, the joystick port, the mouse port, the disk drive, the printer port, the keyboard and timing duties. Unfortunately, it is also quite easy to break one or other of the chips. If you connect a printer cable, modem cable, external floppy drive or mouse to the Amiga without first switching off, you run the risk of damage.

If your joystick fire button is broken, or your printer port doesn't work the CIA could be to fault. Similarly if your disk drive is refusing to work and the keyboard is playing up.

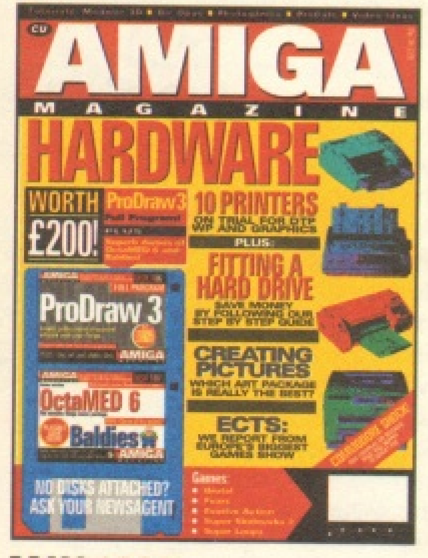
On an A500 or A2000 replacing the chips is quite straightforward, but one of the first things you should try is swopping the chips over. To get at them you'll need to open up the case and remove the metal shielding. The CIA chips are both 40 pin chips and clearly labelled as CIA ODD and CIA EVEN. Swop the chips over (making sure you put them in the sockets the right way round) and if you are lucky, this might temporarily solve the problem. For example, if the CIA which looks after the disk drive is broken and you swop them around, the broken CIA is put in charge of the serial port and perhaps you don't need to use the serial port. The best solution of course is to buy a replacement chip. These cost about £15.

Replacing the CIA in an A1200 is tricky as the chips are soldered onto the motherboard. It's best to call in the repair person to either replace the chips or the motherboard which will cost about £40.

Contacts

Amiga repairs and spares are available from:
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Soundlab

Jungle: tricks of the trade

The stuttered drums and booming bass of jungle are everywhere. Get in on the act yourself with our guide to the jungle essentials.

Everyone wants a piece of the jungle scene at the moment because, despite its strong links with the hardcore rave scene of the early 90s, it's being hailed as one of the most innovative forms of music around. Characterised by turbo-speed drum patterns, half speed subsonic basslines and a handful of trademark effects like the drawl of time-stretched vocals, it's free to rope in elements, styles and samples from the most far flung musical outposts.

You might think you need an expensive MIDI sampler to generate all of these effects, but in fact, your Amiga is far better at sample manipulation than typical 'professional' samplers costing upwards of £1000! Try doing some of the things on this page with an outboard MIDI sampler and you'll be in for a surprise! Here's some examples of what can be achieved using OctaMED amongst others to get that jungle beat. ■

Tony Horgan



Time stretching

Time stretching is the effect of making a sample longer or shorter without changing its pitch, while the opposite effect is known as pitch shifting. Professional samplers have only recently offered time stretch features, which partly explains why it's the current flavour of the month.

When used to lengthen vocals, it produces a sleepy, drunken slur with a slight echo. *Audiomaster IV* is the only sample editor on the Amiga that can time stretch samples. The disadvantage of this method is that you end up with a massive sample that can eat up all of your memory.

***OctaMED* offers a more memory-efficient alternative. The Sample Offset command (19) allows you to specify the starting point of a sample. Usually *OctaMED* plays each sample from the start of the wave through to the end, but the 19 command can be used to define a new starting point, which can be anywhere in the sample wave. By repeatedly playing the same sample with progressively higher sample offset values, a time stretch effect is achieved. See the on-disk *OctaMED* documentation for a precise description of the command.**

Subsonic basslines

Earth-shudderingly low basslines are no problem. There are two options: either sample a bass note and pitch bend it down, or use *OctaMED*'s synth sound editor. The latter option is usually more effective, and uses very little memory. You'll find a sub-bass *OctaMED* instrument on this month's *OctaMED* cover disk.

Digital bass sounds tend to hiss or whine when they're pitched down low, due to the steps in the sample wave becoming more pronounced. There are three ways to get around this. If you're using a sampled bass, you can use the sample editor to remove as much high frequency content as possible with a filter process, although this still won't help much when they're pitched right down. Another solution is to use the Amiga's built in low pass filter. This takes off the top end frequencies of all four channels, so it's best used when bass sounds are played in isolation. The final option is to use an external equaliser, such as a hi-fi graphic equaliser or the EQ controls on a mixer (check out the Little Gem Micro Mixer in this issue).

For some alternative sources of sub sonic frequencies, check out sample CDs that feature Roland's SH101, TB303, TR 808, TR 909 and most old analogue synths, or track down the real things if possible. The CD route is by far the cheapest, as an SH101 could set you back £250, and you'll be looking at twice that figure for the likes of the TB 303 and TR 909.

Breakbeat techniques

Breakbeats (looped drum rhythms) form the backbone of jungle tracks. Simply looping a breakbeat throughout the whole track won't do, so once you've got the break loaded into your sample editor, you need to start chopping it up. Make your cuts between the drum beats and make sure they're as precise as possible. Approximate cuts will lead to timing problems, so use the maximum zoom resolution of your sample editor. Keep a copy of the original breakbeat for reference.

Now you've extracted a number of portions of the break, you can start making up your own patterns. Using *OctaMED* or *ProTracker*, lay down the original break sample (with the loop taken off) and adjust the tempo so that it loops in time. It's much easier to set the tempo this way than with a collection of smaller bits. You can now delete or mute the track that contains the whole breakbeat loop, and start arranging your own rhythms with the cut up pieces.

To recreate those fast fills and echo effects you'll need to use a suitably high tempo. If you've already set the tempo but it's not fast enough for these fluttery effects, just double the speed and use the 'expand block' function to convert your existing tracks to the new tempo.

Alternatively, use *OctaMED*'s OFF1 command to play a sample twice in quick succession. To keep the rhythm section fresh, sample a few more breaks from different sources, chop them up and combine them with the first one. Also experiment with any sample editor effects you may have available, especially phasers, flangers, distortion and reverse effects.

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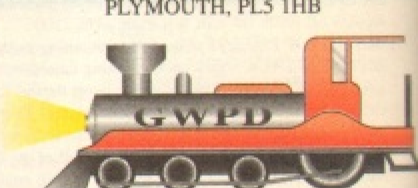


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Red planet
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Altern 8
Iron Maiden
Tiffany
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Dirty dancing
Vangelis
Cher
M.C Hammer (1.3)
Amiga chart 3 (1.3)
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Masterclass

Sprucing up your workbench, customising the shell and a handy new utility to make life easier are on the menu in this month's Masterclass.

God knows life is hard enough without making things more difficult for ourselves. Thankfully, there are plenty of things you can do to make things much easier. For starters you can cut on down on the frustration factor when installing that useful program which allows you to leave things out on the workbench, *ToolsManager*, by using a new utility called *Launchpad*. Then you could also brighten your day by sprucing up your Workbench and finally you could completely cater for your own needs by customising your shell. Want to know more? Read on.

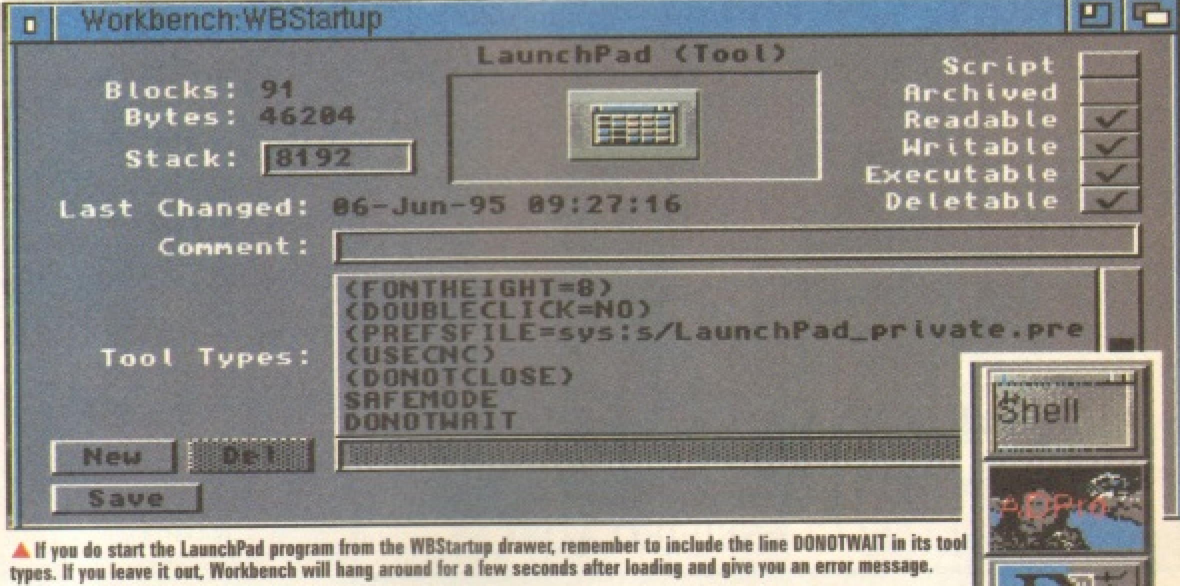
A helping hand

There are many programs which exist only to make starting other programs even easier, which sounds a bit daft until you've tried it. So I am more than pleased to see a utility called *Launchpad* appear. *Launchpad* is a handy utility which will make installing *ToolsManager* easier. To make installing *ToolsManager* easier *LaunchPad* provides you with an on-screen collection of icons in a resizable window, with each icon representing a program. Click once on the icon and the program starts: it's that easy. So no matter which drawers or on which disk you keep your programs, *LaunchPad* will keep all the icons together in a bundle, ready to run.

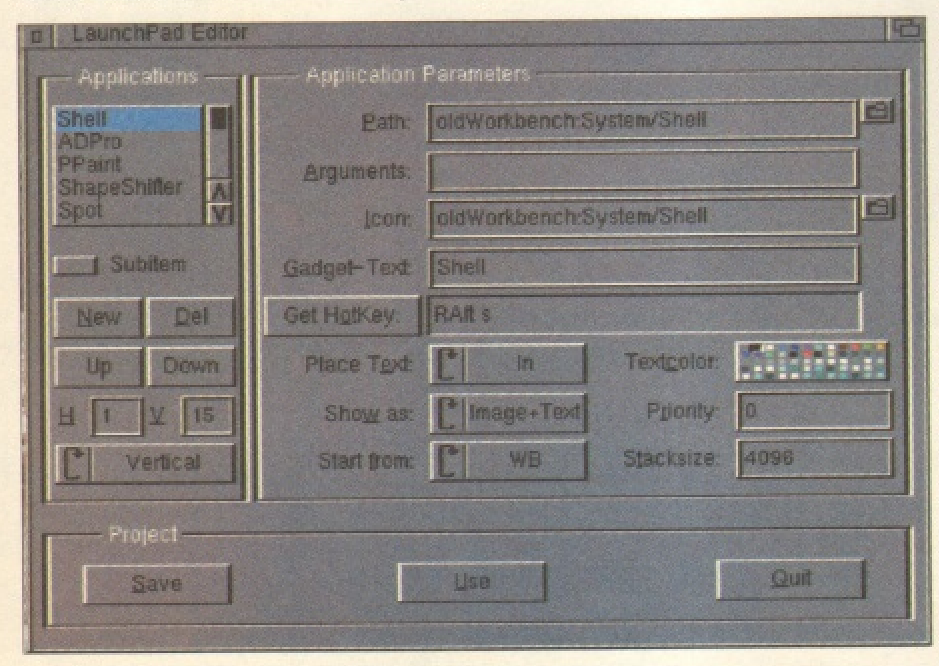
Setting up the program is simplicity itself. Install it (into the WBStartup drawer for best effect) and then select the EDIT menu option. You'll see a window pop up like the one below. To add applications, drag their icons over the window and let go: they'll be added automatically to the list for you. Most of the time the default settings will do fine, although occasionally you'll need to alter the Stack settings to a larger number if things don't seem to be working properly.

The numbers next to H and V refer to the orientation of the icons which appear in the *LaunchPad* window. If you want a horizontal bar, then enter '1' in the vertical (V) setting box, and as many as required in the horizontal (H) box. If you want a column of icons simply reverse the numbers ie enter '1' in the horizontal box.

If you want the icon to have a brief text description, you can enter it in the box – you can even set the colour for it. If the icon seems to be too crunched (or there is no default icon) you can totally replace the icon image with text, although obviously this isn't as pretty. One more useful feature is the HotKey assignment: by selecting this option you can trigger the program with an unique key-combination. Useful for screen-grabbers or for popping up Shells whenever you need them in a hurry.



▲ If you do start the LaunchPad program from the WBStartup drawer, remember to include the line DONOTWAIT in its tool types. If you leave it out, Workbench will hang around for a few seconds after loading and give you an error message.



LaunchPad should be available from your favourite PD library or Bulletin Board. It's 'cookieware', so if you find it useful you should post off some biscuits to the author.

If you are looking around Aminet for it, keep a look out for the files "ami_beg.txt" and "ShowAmiga.lha" in the docs/help directory. These will be useful to you if you are a beginner and need some background information on what the Amiga is and how it works. What do you mean you don't have access to Aminet? If you don't have a modem (and therefore can't dial either into the Internet or into a BBS which has the Aminet CD-ROM online) you might know someone at university or college, who should be able to get access to the campus computers and do a spot of FTP'ing for you. Keep reading Wired World for more information on this.

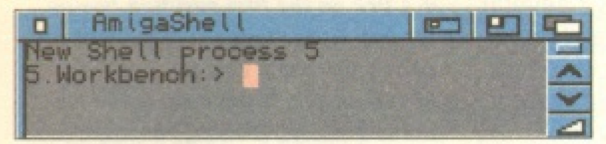
A vertically stacked LaunchPad display ▶ ready for action. Some of the icons don't re-size well and will need replacing with the text option.

A word in your shell

Hopefully by now you'll be very familiar with the Shell, and if you are anything like me, you'll have the Shell icon left out on the Workbench ready for action. I use the Shell for everything from general file maintenance to logging onto the Internet: it's that useful.

What you might not know is that every Shell has a few little tricks (well, tool types), hidden away up its sleeve and with a little experimenting you can customise your Shells to your own requirements.

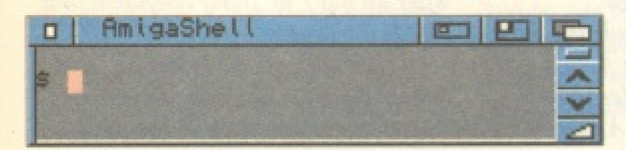
One of the easiest things to change in the Shell is the prompt. Normally the prompt is a bit boring, but tells you two things: firstly the process number, and secondly the current directory, like this:



It's a familiar sight, and undoubtedly useful. However, you can change the prompt to be whatever you want, and the way to do this is with Prompt AmigaDOS command. Prompt will take and display a string as your new marker, so for example, if you were a Unix fan you might want to try the following:

```
prompt "$"
```

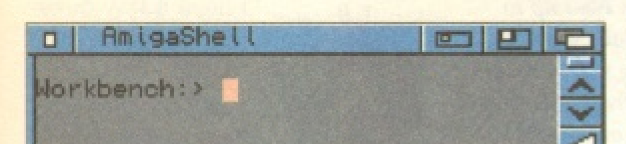
which will result in a Shell which looks like this:



It's short and sweet, but not very useful. More advanced settings are possible if the string you supply has as %S in it somewhere, as the Amiga will substitute the current directory. Try this:

```
prompt "%S>"
```

for this effect:



The other special code which is recognised is %N which indicates the task number of the Shell. This is the number which the "status" command will return. The standard Shell prompt is therefore:

```
prompt "%N.%S>"
```

You might be wondering where the default prompt string is set, after all you don't need to enter anything to get the normal string. The answer is in a special startup-sequence especially for the Shell. You can examine it by entering:

```
type s:shell-startup
```

or even edit it by entering:

```
ed s:shell-startup
```

You should see the prompt definition in this file, and this is where you would change it if you wanted to make the changes permanent. Every Shell which is opened looks to this file for its initial settings. Any alterations you make therefore won't change the current Shell, but any others opened afterwards.

This startup file is also a good location to stick a few aliases. 'Alias' is an AmigaDOS command which will rename a command for you. The best example would be something like this:

```
alias bye endcli
```

Once you insert this into the startup file (or type it at the prompt for a once off demonstration), you can stop any new Shell simply by typing "bye".

As it is also possible to enter control sequences into the Shell (a control sequence contains characters which when placed in a special order cause a specific action to take place) you might want to enter an alias like this:

```
alias cls "echo *"*e[0;0h*e[j*" "
```

and see what happens. Here are some other special alias commands which use control sequences for you to try. You can type them into the Shell if you want, or use them in the shell-startup file so that they happen every time you open a Shell window. Notice how the special ESC character is *e, but to use it with an echo command you need an extra * outside the quotes. If you were entering the echo by itself (remember, echo simply displays a string on-screen) you would not need the extra asterisk – try this:

```
echo "*ec"
```

It might seem complicated, but experiment and you'll soon work it out. Here are some commands you might find it fun to play with. There are others which can alter the position of text within a Shell window: useful if you enjoy experimenting with different fonts.

```
alias bold "echo *"*e[1m""
alias italic "echo *"*e[3m""
alias line "echo *"*e[4m""
alias invert "echo *"*e[7m""
alias plain "echo *"*e[0m""
```

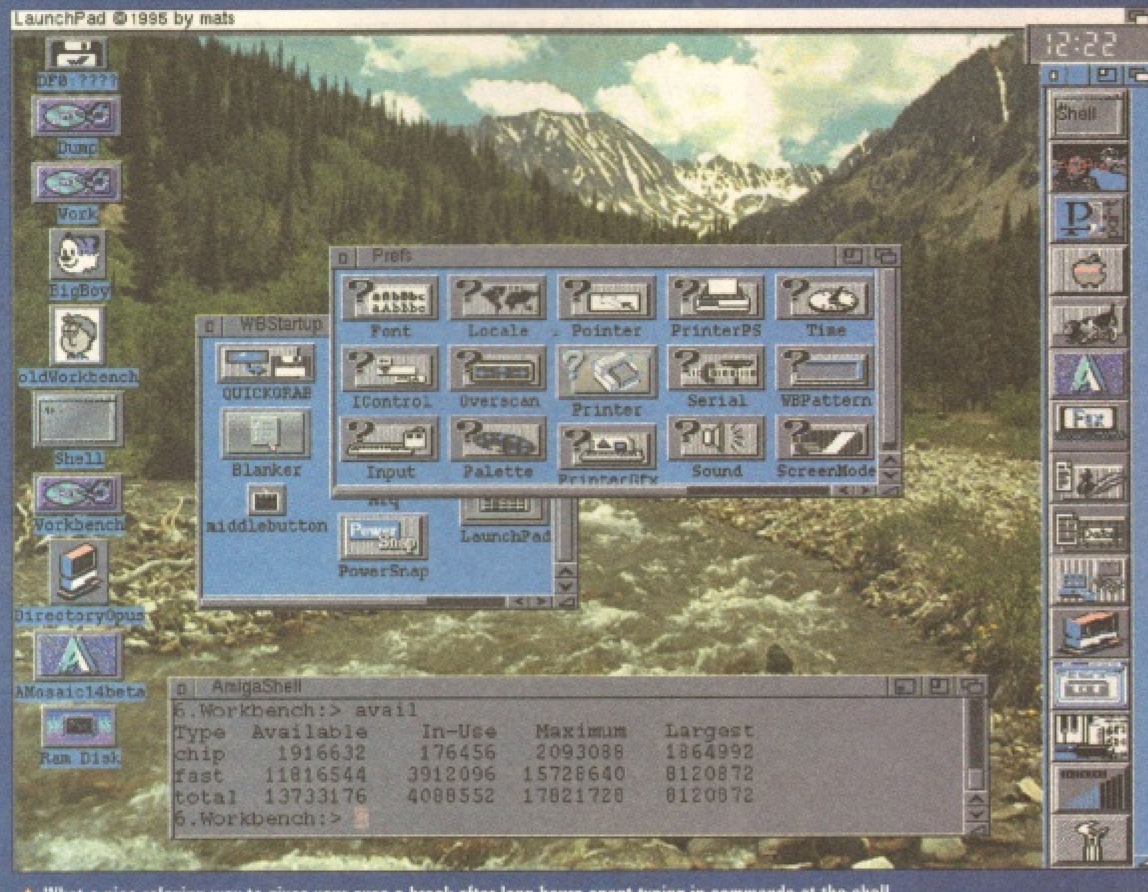
That's your lot, until next month. ■

John Kennedy

Over the hills and far away

My lifelong mission to improve the appearance of the standard Workbench display has taken a dramatic turn since I bought myself a Picasso II graphics card, complete with CyberGraphics monitor drivers. It sounds a bit technical, but it boils down to a new card which fits into the Amiga 4000 (or A2000, or A3000) and improves the standard video output. First and foremost it offers larger resolutions in more colours. The refresh rates are higher too, which means although a normal low resolution monitor or TV is no longer suitable, with a decent PC style VDU you can get some stunning results.

As you can see from the screen shot, this is one large Workbench display. On my 15" monitor, 800 by 600 is about as large as I can cope with, although by increasing the default font size still further 1024 by 768 sized screens are possible. As the Picasso II card works in a 'chunky' graphics format, 256 colour screens move around as fast as two-colour screens. Even better, the memory required doesn't have to come from the Chip RAM supply: which means displays like this still leave lots of memory for other programs. Incidentally, a graphics board also speeds up MUI to near-usable speeds and is therefore worth buying just to be able to use AMosaic properly. Pity they're only available for big box Amigas!



▲ What a nice relaxing way to gives your eyes a break after long hours spent typing in commands at the shell.

LOGOS, MEANINGS AND MYSTERIES:



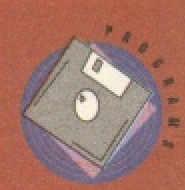
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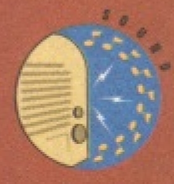
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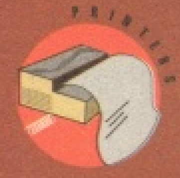
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Tony Horgan
Er, I'm off on holidays so I'll leave it up to Mat this month. Check out that photograph, cool huh? Not!



Mat Bettinson
I'm leaving unless they publish a new photograph. This is terrible, I mean, purrlease! Anyway, to work:

FPU fast art



I have an A1200 which I adore and would like to upgrade. My A1200 has a 420Mb, internal hard drive, an extra 2Mb of RAM in the trapdoor and a Cannon BJ 10sx printer. It also has a vacant slot for an FPU (Floating Point Unit) chip, so if I inserted a 40MHz or 50MHz FPU would it speed up my games and art packages?

Richard J Weedon, Edmonton

Alas Richard, FPUs are of no use for games at all. In fact they are only really of use in art packages if that particular package involves an FPU version of a structured art or rendering software. Paint packages don't generally need to perform floating point maths and so don't need the services of an FPU. The only option really available to you is to remove your RAM board and purchase an accelerator RAM board. The beefed up CPU will then propel your games and art packages at a more respectable speed. If your existing RAM board has a Simm on board you could use that on the accelerator. Why not have a look at this month's RAM board/accelerator buyers guide to give you some idea of what it's all about?

Max transfer hassles



When my FlashTech HD arrived, I ran the partitioning and installation software. Perfect. I began installing my programs. Everything was going nicely until I was selfish enough to want anything more than 50Mb installed. However, I started to get read errors on anything installed after the '62Mb free' message on my Work Partition. (My 8Mb Workbench partition is fine though). I ran Disksalv v2 several times with repair and validate modes, but as soon as I tried to replace the damaged old files or new ones, the same errors would occur.

Martin Millward, Clwyd.

The problem is that the 2.5" Seagate isn't a particularly nippy drive and the Amiga may be asking more from it than it can accomplish. The particular setting in question is called MaxTransfer and it controls the maximum number of bytes the Amiga will require the drive to transfer in one burst. It's easier for your Amiga to handle it if you transfer data in smaller bursts.

This month we've had a few letters from readers expressing concern about the MaxTransfer value of their drives and asking how to change it. It is tricky to alter but we'll endeavour to show you how. The HDToolBox provided with your Amiga isn't up to the task so we need to obtain some better hard drive prepping software. I recommend Microbotics freely distributable RDPrep. It can be obtained from KT's PD on 01702-542434. Ask for U207. To lower the value of MaxTransfer, follow this procedure:

1. Activate RDPrep by entering 'RDPrep -d scsi.device' in the shell. RDPrep should appear and after clicking on the advert box, display the make of your internal IDE drive.

2. Click on the drive that appears in the window. Then click 'Read RDB'. This will tell RDPrep to read the Rigid Disk Block that tells your machine the vital details of the hard disk. This is a very important step.

3. Then click on the 'Partitioning' button at the top of the screen. Suddenly you should be presented with a screen as shown here. Your partition(s) should show up on a bar representing your entire drive. Click on 'Complex Mode'. A whole bunch of options will appear. Don't touch anything except for the next step. This is vital.

4. Click on the first partition box on the bar. At the bottom right-hand corner there is a box marked MaxTransfer. If there isn't, you are not in complex mode. Then change the number in this box to 130560. Repeat this step after clicking on each of the partitions on the bar one after another until they are all modified.

5. Return to the Main Screen and hit 'Write RDB'. Your machine should reboot as normal and the problem should vanish. If it does not, it would appear your drive or machine is faulty after all but I'm fairly confident that this is the problem.

***Important:** please be careful and follow the steps above to the letter. If any changes are made to the partitions other than the MaxTransfer value, AmigaDOS will not be pleased and you may lose your entire hard drive contents!*

A3000 CD-ROM



I have a few questions I would like to ask :

1. When I load your cover disk *DPaint V* (October 94) on my A3000 with 3Mb, I get the message: 'Can`t open graphics.library v37'. I can't get around this problem. Please help!!

2. Can I include a SCSI-2 CD-ROM into the A3000, that will enable me to run CD32 titles?

3. Do I need a new ROM for WB3?

4. What is the best PC emulator around?

Josette Khairallah Beirut

1&3: The graphics library V37 and above, resides in the ROM of 2.x machines and above. Since you are running an A3000 it seems likely that you are either selecting the 1.3 Kickstart option from early startup or booting from a 1.3 super Kickstart

disk when you should be booting from the provided 2.0 kickstart disk. This is related to your third question. There's a difference between Kickstart and Workbench. Kickstart is your ROM revision whereas the Workbench is just the software that runs under it. In order to upgrade, you will need an A3000 OS3.1 upgrade kit which includes the ROMs for the A3000.

2: This would give your machine greater compatibility with current software but you still wouldn't have the AGA chip-set required in many CD32 games. Connecting a SCSI CDROM drive to the A3000 is a piece of cake and works nicely though you'll need some driver software like the PD Ami-CDFS.

4: PC-Task. Check out the review in this issue.

Internet help



I hope to buy a modem or Extra memory (4Mb) in the near future and I would like some advice.

(a) I only use a portable TV set as a monitor, would this be any good for internet access? My reasoning is that if the 'net is mainly aimed at PCs the screen resolution may be too high for my TV, causing either difficulty in reading or (horror of horrors) flickety-flicking screen flicker. I can't afford to pay £300 or thereabouts for a multi-sync monitor on top of buying a modem.

(b) Would accessing the internet use up a huge chunk of my memory? Would I need extra memory before buying a modem ?

(c) If I buy extra memory, I gather from previous Q&As that I may run into power supply problems and will probably need a beefier PSU. My Hard Drive takes its power from the external floppy port. However, as I own a small universal AC/DC variable power adaptor which can supply anything from 3 to 12 volts, can I use this to power my hard drive thus removing the need for a better PSU?

Matthew Sutton, Southampton

(a) Internet software itself has no requirements as far as screen modes go. However, some of the clients run under the internet software may not work very well with a PAL 640x256 type screen but they will still work. It's worth noting that in order to use PC type resolutions, all that's required is a PC type VGA monitor and the ECS or AGA chip set. You didn't mention your computer type at all. If it's an ECS or AGA machine, you can use Productivity and DBLPal modes respectively. They work fine on the cheap VGA monitors but normal PAL which games and hardware banging applications will output regardless, will not work. That's where your TV comes in.

(b) The only real internet software is AmiTCP and it doesn't require too much memory but then some of the support software (clients) may be more hungry on the old spare bytes. For example, AMosaic for Web browsing is pretty hungry. FTP, mail and news clients don't have special requirements though. It may all work in the stock 2Mb of a 1200 albeit more slowly. Certainly extra memory is not needed just to use a modem.

(c) Adding extra memory is unlikely to cause power supply problems unless it's a 68030 accelerator and you have a hard drive installed internally. We suspect you meant your internal floppy power connector and you have an A600/1200. If you are using power from that connector with a splitter cable and you have a 3.5" HD this is indeed more hungry on power than the 2.5" units in general. If power problems do arise, we recommend Datel's Goliath power supply (price: £44.99, tel: 01782 744707). Your plug pack is of no use at all since it doesn't have the necessary voltages, connectors or current.

Image FX memory



I have installed *Image FX* (cover disks 108 & 109) on my Amiga 600s hard drive, but it will not boot from the hard drive. I get a failed return code message every time.

Peter Collins, Irish Republic

You don't really give enough information here especially relating to what your system consists of. There's no way you could load ImageFX in a stock 1Mb A600 so this is most likely the problem. ImageFX could just about be coaxed to work in 2Mb of memory with more making it useful.

Directory Opus reader answer



In answer to Mrs Harwood of Shropshire in July's CU AMIGA, there is an easy way to add your own on – line help to give you the necessary information for your own buttons .

The help screen for your button has to be tied to either a button or a menu item. If you are going to use buttons it makes sense to have the help function accessed via the right mouse button, perhaps with a button called `Help.

Here I describe the menu method as it offers greater flexibility, and saves on those buttons. This method bypasses the *Opus* method of using the 'Help' or '?' keys, and instead makes use of the little used custom menu options. Here's the method :

1.You have a program called 'Lottery' for which you have provided a button. For some reason you can't remember just what this program does. You need on-line help (You actually need a lot more help than that, but that's different matter altogether!)

2. Launch the *Opus* Configuration program by clicking on the 'C' button.

3. Once you've done that click on the 'Menus' button.

4. Click on the next available title bar - top row - if you haven't fiddled with the menus before it'll be the one next to the 'Functions' title.

Type a name , i.e 'Utils-Help' in the requester. This name appears as the title for the menu

5. Now click in the next field below the new title bar and you will see a screen that is the same as the button set-up screen, only it is for menu items. It works in the same way.

In the name field type in 'Lottery' (or whatever the name of your program is) and press the return key. The name appears in the small window.

6. Now this is the sneaky bit. Click on the 'New Entry' button.

You now see a cycle gadget called 'Command', it's next to the small icon button of a magnifying glass. Leave it just as it is. Instead click on the magnifying glass button. You are presented with a requester listing available *Opus* commands. Scroll down the list until you come to a command called 'notify'. Text beside it tells you that it a notification requester . Don`t worry about that , just click on the 'Notify' command itself.

The word 'Notify' will appear in the string gadget to the right of the magnifying glass. Click in the string field and make sure you have moved the little cursor block to the end of the word. Use the mouse or arrow keys.

Now with the cursor to the right of the letter 'y' press the space bar. This is very important! You must have a space after the word 'Notify' (without the quotation marks).

7. Now type in the text that you want to appear in your screen. You are limited to about 250 characters or so before Opus complains. Here's how the general format of your text string should appear in the config window :

Notify randomly generates the wrong Lottery Numbers.

Okay , now press the return key. Your Commands and text jumps to the window above the string gadget. If you wish to re-edit the text, simply click on the text that has now appeared in the window. It will re-appear in the string gadget.

Important! Please notice the space after the Notify command and before your text begins in the string gadget . Your text doesn`t have to be in quotes .

If you are typing a lot of text you will have to use the left and right arrow keys to scroll through the message.

Tip: use the shift and arrow keys together to jump to the beginning or end of a text string.

8. Now click on the 'Okay' button.

9. You are returned to the main Menu config. screen. Where you should see an item called 'Lottery' under the menu title bar 'Utils-Help'. Click on the 'Okay' button of this screen .

10. You are returned to the main Opus Config screen. Click on the 'Save' button. Then click on the 'Okay' button. You are returned to the actual *Opus* screen. Your on-line help is now accessible from the right button menus at the top of the screen as in workbench. Now whenever you need help/info on a particular button it's simply a menu selection away. Just give the menu item the same name as the button itself and you can't go wrong.

I hope this helps anyone out there who is still wondering what that button marked 'X2IFF - db' they set up in the instructions, actually does?

Martin Curran, Derbyshire.

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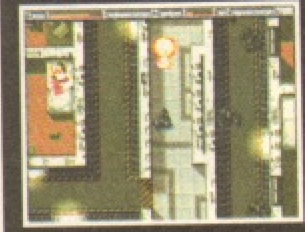
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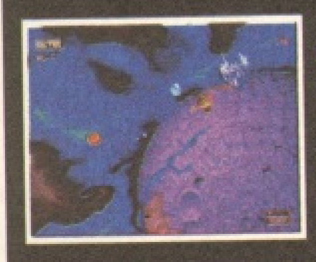




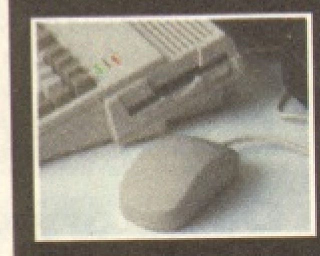
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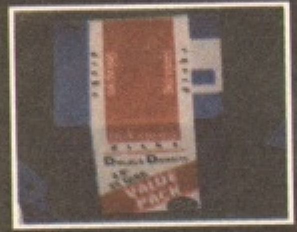
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Back chat

The one and only CU Amiga Magazine Backchat! If it was bald it would be Clive James; if it was Irish it would be Terry Wogan; if it was on radio it would be called talkback heaven. But it's right here, so send your letters to Backchat, CU Amiga Magazine, Priory Court, London EC1R 3AU or Email us at Backchat@cu-amiga.demon.co.uk.

Letter of the month

CD32 value

Now we know that ESCOM are going to continue with the CD32 does that mean software houses will continue to support this machine? Or with the gap of two years since its arrival on the UK scene, has the machine been surpassed by the Big Boys, namely Sony's PlayStation, Sega's Saturn etc. The PlayStation and Saturn are both 32-bit, same as the CD32, so they are all now on a level playing field where technology is concerned. If so does it really matter, the CD32 has been tested for two years and has a bigger software collection. Not to mention the machine's cheaper price: it can be bought for less than £200 with loads of games etc. I bought my CD32 a year ago by sheer luck at a local games shop on the way to the pub, for £150 with two games thrown in. It's now connected to a 37" TV Home cinema setup. The machine is also the mainstay of my CD music collection and when needed is unplugged and connected up to my Amiga 1200 as a CD ROM set-up using a Ser-net link-up (a bit slow through the serial port, but works).

I advise people out there to snap up a CD32 now for little or no money. I don't see the point of spending £350 on the other machines when in a couple of years they will be surpassed by the new 64- bit technology that is on the drawing boards at Nintendo. There is a void in the games market which the CD32 should fit into especially with its all round performance and cheap price.

Mr K Walsh
London



Snookered

Arcade Snooker on the cover disk is brilliant. Something to help pass the time as I have now finished my 'A' levels. Although this is a brilliant game some of the rules are wrong though. After potting the last red, the game goes straight into potting colours without the chance to pot an optional colour. I am also disappointed with the lack of save game as well. I cannot also get more than two players in the player selection screen to play in a group of, for example, four two teams of two players. I suggest that you commission team 17 to write a patch which will be available on a future cover disk which will solve these problems.

Andrew Clarke
Doncaster.

Glad you liked the disk Andrew . Team 17 have said they will look into a patch (we asked them even before receiving your letter), but they did point out that it was 'Arcade' snooker, which apparently gives them the right to make up any rules they like! As for the save game option the biggest problem lies in the way the disk is formatted, but once again they 'might' look at it.

More PC bashing fun

For PC write CB. Of the numerous people I know who have changed their Amigas for PCs, I know of only two who are using them for serious applications. Talk about using a hammer to crack a walnut! Most people do not realise they are being conned. Of course sales people will tell you they are just what you need but there's an already increasing second-hand PC market so they can't be that good. I guarantee the bottom will drop out of the PC boom within the next 18 months.

As for internet, we are talking CB spectacular. I am all for communication and the trading of ideas but 90% of Cyberspace is occupied by sad 'raincoats'. And some of the more stupid elements are playing right into the hands of the very people who would just love to gain control over what is potentially the ultimate democratic tool.

I intend to try and ride out Commodore UK's difficulties. The A1200 is still a fantastic machine, capable of almost everything a PC can do and in a much more user-friendly way. It is a shame about the lack of educational software though. However, if Escom can do it right and get back a supposedly lost market market who knows what the future holds.

I do have another worry though. Escom have recently opened a new and large shop in Lincoln. Ah, I thought. I thought I'd pop along and get them to answer some questions about what I need to upgrade. But hey, they don't sell Amigas, nor are they going to. Escom are selling Amigas through the high street retailer ie Dixons, Currys etc. Is there a legal reason for this or am I right in my cynical suspicion that they may not have as much faith in the relaunch of the Amiga as they profess?

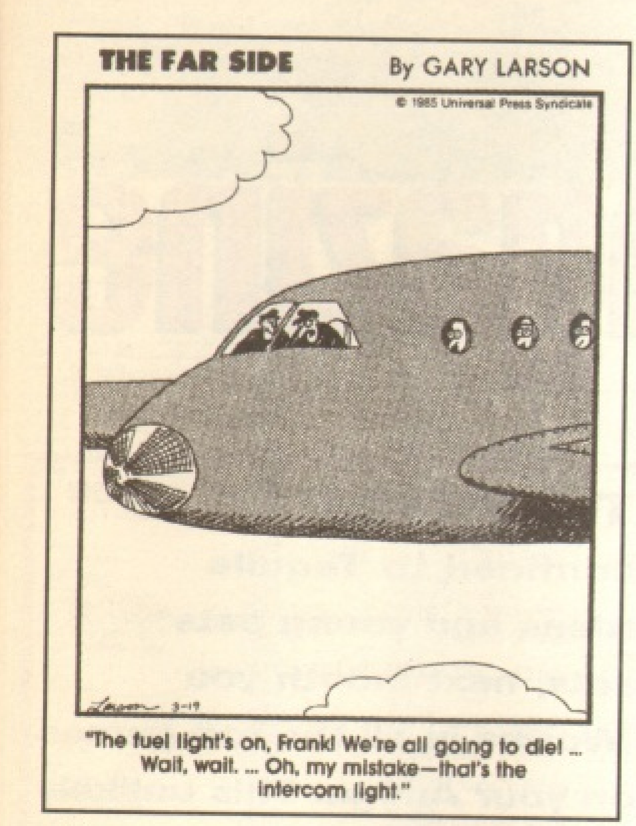
Trevor Jones
Lincoln

Fair enough Mr Jones. But, er, what does CB stand for. Don't worry ... we probably couldn't print it anyway. Apparently the reason why Amigas are not being sold through Escom stores is that if they were then these would be the only outlets. Dixons, Currys etc would simply refuse to take them because of fear or in-house undercutting from Escom.

Thank you

I have an unexpanded A1200 with a few extras like an external drive and a few other bits and bobs. I have followed Commodore since the age of six when I purchased the old faithful Vic 20. I then upgraded to a C64 , then a A500 and now this little brute – an A1200. I have also been buying your magazine for some four years now and I must state that your magazine is the best magazine around for good, reliable advice.

I have written this letter (which was produced using Wordsworth) to compliment you on the July issue of your mag. It was the best buy yet! The FULL game of *Arcade Snooker* was excellent because I am a bit of a snooker fan myself so well done on bringing us that one. Of course compliments must go out to Team 17 as well for making it. Then I took a look at *Adorage 2.0*. I was very impressed as I am also an animation fan and was looking around for a decent package to mess around on. You solved that. Then I realised that you had also included a database program which I



"The fuel light's on, Frank! We're all going to die! ... Wait, wait. ... Oh, my mistake—that's the intercom light."

thrive on. I have databases on everything but have been a little restricted by using the databases on Pen Pal which is good but not as good as Powerbase.

The point that I would like to make is .... KEEP IT UP! The July issue was one of the best issues that I have purchased from you.

Richard Donnellan
Oldham

Blimey! Cheers!

Baldies problem part two

With reference to the letter printed from Mr G Cooke (Back Chat, July '95) and your rather condescending reply, I too have experienced trouble with the Baldies demo. When I click on the icon, I get disc activity, I follow the prompts and like Mr Cook I end up with a perfectly empty disc entitled baldies demo. On my last go it wrote a DMS file to my RAM disc, after I had inserted a blank disk, as asked and the program then hung up. I can't have another go because I've written over my cover disk (yes an over sight not to have write protected it). Not write protecting the cover disk isn`t the point, the point is that it wouldn't unpack Baldies to a blank disk ... just like Mr Cook said!!! Some where there's a cockup, and it ain't at the consumers end ...

Rob Taylor
Cheshire

Again, we've looked into this and it seems that on all of the Amigas we've tried (our office and home machines), using the cover disks off five separate copies of the magazine we didn't come across your problem – until we mistakenly un-DMSed the Baldies disk to itself. There's no doubt that compression can be a real headache, but a necessary one.

Not very pleasance

After reading in August issue of one particular mag that Escom are not considering the future of two great men, namely Mr. Pleasance and Mr. Proudfoot of Commodore UK, can I say I am very gutted and upset. After all they have done to keep Amiga alive this last year Escom are tossing them away like bad coins. I think it is selfish and unfair. In my eyes Escom have just earned themselves one angry Amiga user ... I would like to take this chance and say to Mr D.P C.P I wish you all the luck in the world. If I'd won the lottery six months ago I would have invested it in your confidence.

Antony Hinks
Portsmouth.

Where's Powerbase?

I am a recent owner of an A1200. When I saw Powerbase on your July 95 mag I bought your mag for the first time. The article on setting the d/b was concise and straightforward, full marks. However, when I got the August edition of CU the follow up tutorial was missing. Why were we misled and when will the promised PowerBase tutorials appear?

AP Taylor
Gwent.

Aha, Mr. Taylor, you're right there. This was part oversight and part deliberate. The final sentence, "more details next month", does indeed lead one to believe that we intended to run a tutorial. And we did mean to. Unfortunately you will also notice that Andy Leaning's ProCalc tutorial ran to three pages in August and two pages this month. We can only devote a certain amount of space to 'business' style tutorials but this will be rectified next month because we've told Leaning to shove off to his new PC magazine (PC Review) with his financial packages and his MS-DOS and leave some space for promised articles for .loyal readers like yourself. Many apologies.

EU Amiga Magazine

I own an A500 with GVP HD8 and 3Mb Ram and would like to know how much the buyout of this firm will affect the price of Simms for this hard disk. I last saw that they were priced at £39.99 for 1Mb. I really would like to upgrade and two more Simms into my hard disk.

Also, the Ecsom buyout of Commodore has made a dramatic change for the Amiga, so shouldn't the name of your Magazine be changed to EU Amiga?

Alvin Pon
Surrey

Zut alors! The official Amiga magazine of the European Union. We hadn't thought of that! On the subject of your SIMMs the buyout of GVP shouldn't effect their price at all. We haven't got a HD8 here in the office but (and we could stand corrected on this, though I doubt it) it uses 30 pin SIMMs which are freely available from most dealers. Try Silica on (0181 309 1111).

Why don't you?

Got something to say? Then jot it down and send it to us at CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU or Email us at backchat@cu-amiga.demon.co.uk.

TEAM TALK

The hot weather and some mysterious power surges have been causing our machines to crash. Here are some of the horror stories ...

ALAN DYKES



My Amiga didn't crash on me, it crashed on Mat. One fine sunny evening our antipodean friend left MY Amiga plugged in and running. The following morning he came in and the hard drive had mysteriously been renamed 'Dora' and everything had been lost. Spooky eh? I was NOT happy.

LISA COLLINS



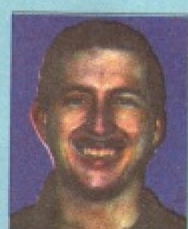
My mishap was a a real bummer. There I was playing away with Brutal, Paws Of Fury, tedium setting in, when one of our work experience lads unplugged the A4000's monitor. When I plugged it back in (after giving him a beating) the machine had mysteriously re-set and I had to start off again! Agggh!

TONY HORGAN



I'm writing this on Alan's machine because mine has now been turned off. This is a good thing because I'm off to sunny Spain in the morning and I'm only writing this because Alan forced me to. Nothing at all went wrong with my machine this month in fact. So hah! to the rest of you.

MAT BETTINSON



After Alan's hard drive fiasco my machine guru'd at least 100 times. While I was writing the Zip review, while I was writing the CD-ROM reviews, while I was playing networked Gloom, and 97 more times I'll wager. If I even look at it sideways it gurus. The Goliath has helped though.

HELEN DANBY



There I was converting screenshots on the A4000 when it suddenly stopped working. I had got about 12 done when the lights went out. Alan, who was behind the monitor at the time was quick to diagnose the problem: "ah, was that the 4000's power supply Helen?" Hmmmm.

JOHN KENNEDY



It was so hot this month that even the Guinness web site could not cool me down. I don't actually remember any one instance of my Amiga crashing, so go away and stop annoying me with silly questions. I always look after my Amiga so it never crashes. (Yeah, we believe you John).

CU Amiga Magazine October 1995

YEAR OF THE WORM?

Previously confined to Tequila bottles, gardens and young pets' digestive tracts, next month you should find Worms in all the top games stores and on your Amiga. This unlikely successor to Lemmings, Cannon Fodder and Tanks (er, remember the Vic 20?) goes on release in October and we'll have a chance to see if the hype reflects reality. If it does, then this could be the most essential purchase of 1995.

Maximum Megabytes!

With the arrival of the Zip and the functionality of the now veteran Squirrel the whole world of mass storage media is opened up to Amiga users. Next month we'll have the biggest ever round-up of Amiga compatible storage devices, showing you the best value and the biggest capacity internal and external drives available: GET MORE BYTES FOR YOUR BUCKS!

Plus:
Network Reality

We examine new on-line games, play serial and modem *Gloom* in a dark room and check out a new local area networking device that could spice up your life.

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MORTAL KOMBAT 1 OR 2	**19.99**	—	—
Mr. Blobby	13.99	—	13.99
Mr. Nutz	17.99	—	—
Mutant League Hockey	17.99	17.99	—
Napoleonics	12.99	—	—
Navy Moves	6.99	—	—
New Zealand Story	6.99	—	—
NHL Hockey 95	27.99	—	27.99
Nick Faldo's Golf	12.99	—	19.99
Nigel Mansells W/Champ	8.99	—	19.99
Nightbreed	6.99	—	—
Night Shift	10.99	—	—
ON THE BALL-W/CUP ED	**9.99**	**9.99**	—
On The Ball-League Edition	19.99	22.99	—
Operation Harrier	8.99	—	—
Operation Stealth	11.99	—	—
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Overdrive	8.99	—	—
OVERLORD	**22.99**	—	—
Pang	6.99	—	—
Patrician	12.99	—	—
Parasol Stars	8.99	—	—
PEN PAL(WORDPROCESSOR)	**24.99**	—	—
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PGA Tour Golf	12.99	—	—
Pictionary	6.99	—	—
Pinball Dreams & Fantasies	22.99	—	—
Pinball Fantasies	—	19.99	24.99
PINBALL ILLUSIONS	—	**19.99**	**19.99**
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Pirates	10.99	—	—
Pirates Gold	—	—	22.99
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POPULOUS 2	**12.99**	—	—
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Powermonger & D/Disk	12.99	—	—
Predator	6.99	—	—
Premiere	—	—	12.99
Premier Manager 3	17.99	17.99	—
Prem Man Multi Edit Sys	10.99	—	—
Prime Mover	10.99	—	—
Prince Of Persia	6.99	—	—
Project X	10.99	—	—
Pro Tennis Tour	6.99	—	—
Pushover	8.99	—	—
Pussies Galore	—	16.99	16.99
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Putty Squad	—	19.99	19.99
Puzznic	6.99	—	—
Qwak	9.99	—	—
Quest For Glory 1 or 2	12.99	—	—
Railroad Tycoon	12.99	—	—
Rainbow Islands	6.99	—	—
Rambo 3	6.99	—	—
RBI Baseball 2	6.99	—	—
Reach For The Skies	12.99	—	—
Realms	10.99	—	—
RED BARON	**13.99**	—	—
Red Heat	6.99	—	—
Reunion	22.99	22.99	—
Rise Of The Robots	25.99	27.99	22.99
Risky Woods	10.99	—	—
Roadkill	—	9.99	9.99
Road Rash	10.99	—	—
Robocop 2	6.99	—	—
Robocop 3	10.99	—	—
Robinson's Requiem (A500+)	22.99	22.99	22.99
Rome AD92	12.99	—	—
Rugby League Coach	19.99	—	—
Rules Of Engagement 2	22.99	—	—
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Sabre Team (Enhanced)	—	20.99	20.99
SCI (Chase HQ 2)	6.99	—	—
SENSIBLE GOLF	**19.99**	—	—
SENSIBLE WORLD OF SOCCER	**19.99**	—	—
Sensible Soccer Int	13.99	—	—
Settlers	19.99	—	—
Shadow Warriors	6.99	—	—
Shadowlands	8.99	—	—
Shaq Fu	17.99	—	—
Shuttle - S/Flight Sim	12.99	—	—
Sierra Soccer	16.99	—	—
Silent Service 2	12.99	—	—
Sim City 2000	—	26.99	—
Sim Classics (Ant/Life/City)	22.99	—	—
Sim Life	10.99	22.99	—
Simon The Sorceror	22.99	26.99	26.99
SIMON THE SORCEROR 2	**22.99**	**26.99**	**26.99**
Simpsons	8.99	—	—
Sink or Swim	8.99	8.99	—
Skeleton Krew	—	22.99	22.99
Skidmarks	12.99	—	—
SKIDMARKS UPGRADE	**12.99**	—	—
SKIDMARKS 2	**19.99**	—	**19.99**
Skitchin	17.99	17.99	17.99
Sleepwalker	8.99	8.99	19.99
Sly Spy	6.99	—	—
Soccer Kid	9.99	9.99	19.99
Soccer Team Manager	10.99	—	—
Space Academy	19.99	—	17.99
Space Crusade	8.99	—	—
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Speris Legacy	19.99	—	19.99
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Stardust Special Edition	9.99	—	—
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Street Fighter 2	12.99	—	—
Strike Fleet	10.99	—	—
Striker	8.99	—	19.99
STRIP POT	—	—	**19.99**
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Stunt Car Racer	6.99	—	—
Subversion	8.99	—	—
SUBWAR 2050	—	**12.99**	**22.99**
Super Hang On	6.99	—	—
Super Space Invaders	8.99	—	—
Super League Manager	19.99	19.99	19.99
Super Loopz	—	9.99	9.99
Super Methane Brothers	8.99	—	8.99
SUPER STARDUST	—	**19.99**	**19.99**
Super Streetfighter 2	20.99	20.99	20.99
Superfrog	—	—	12.99
Superskidmarks	19.99	—	19.99
Supremacy	10.99	—	—
Syndicate	12.99	—	22.99
Tactical Manager	19.99	—	—
TACTICAL MANAGER 2	**19.99**	—	—
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Test Drive 2	6.99	—	—
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The Big 6 - Dizzy	—	—	12.99
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The Clue	19.99	19.99	19.99
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THEME PARK	**22.99**	**22.99**	**22.99**
Tiny Troops	22.99	—	19.99
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Top Gear 2	17.99	17.99	19.99
Total Recall	6.99	—	—
TOWER ASSAULT	**13.99**	**13.99**	**19.99**
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Traps & Treasures	17.99	—	17.99
Trivial Pursuit	6.99	—	—
Trivial Pursuit Deluxe	—	—	19.99
Turbo Trax	19.99	—	—
Turning Points	12.99	—	—
U.F.O	22.99	24.99	22.99
Ultimate Body Blows	—	—	19.99
Ultimate Golf	8.99	—	—
Ultimate Soccer Manager	19.99	19.99	—
Uncovered	17.99	—	—
Universe	22.99	—	22.99
Untouchables	6.99	—	—
Valhalla - Before the War	22.99	—	—
Valhalla - Lord Of Infinity	19.99	—	—
Voyages Of Discovery	13.99	—	—
Virocop	17.99	17.99	—
Vital Light	19.99	—	19.99
Wembley Rugby League	17.99	17.99	—
Wheel Spin	—	—	19.99
Wild Cup Soccer	17.99	17.99	8.99
Wing Commander	12.99	—	—
Winter Gold	12.99	—	—
Wizkid	10.99	—	—
World Class Cricket	—	—	19.99
World Class Leaderboard	10.99	—	—
World Class Rugby 95	13.99	—	—
World Cup Golf	—	—	29.99
World Cup USA '94	17.99	—	—
WORLD CUP YEAR '94	**19.99**	—	—
World of Football	19.99	—	—
World of Golf	17.99	—	—
Worlds at War	6.99	—	—
Worlds of Legend	12.99	—	—
WORLD CUP GOLF	—	—	**19.99**
Worms	17.99	—	19.99
Wreckers	19.99	—	—
WWF 1 or 2	8.99	—	—
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J Nicklaus Designer Clip Art	7.99	—	—
K240	7.99	—	—
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MICROPROSE GOLF	**12.99**	—	—
Nick Faldo's Golf	12.99	—	—
Sensible Soccer 92/93	12.99	—	—
Shadowfighter	9.99	9.99	9.99
SYNDICATE	**12.99**	—	—
TORNADO	**9.99**	**9.99**	—
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10/10 Essential Maths (5-12)	18.99	—	—
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10/10 Maths Numbers (6-16)	18.99	—	—
10/10 Maths Statistics (6-16)	18.99	—	—
10/10 Structured Spelling (-9)	18.99	—	—
ADI GCSE Maths/English/French	22.99	—	—
ADI Junior Counting (4-5) or (6-7)	13.99	—	—
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F School Maths (7-11)	17.99	—	—
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F School Spelling Fair (7-13)	17.99	—	—
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Maths Dragons (6-13)	10.99	—	—
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Robin Hood (8+)	13.99	—	—
Scrooge - Xmas Carol (8+)	13.99	—	—
Spellbound (7-16)	8.99	—	—
The Three Bears (5-10)	13.99	—	—
Wind In The Willows (6+)	13.99	—	—
Wizard Of Oz	13.99	—	—

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100 Capacity 3.5" Disk Box	7.99
Analog Joystick Adaptor	4.99
Cheetah 125+	7.99
Cheetah Bug	11.99
Competition Pro Joypad for CD32	13.99
Freewheel Steering Wheel	24.99
Gravis Adv Switch Joystick	22.99
Gravis Gamepad	15.99
Mouse	10.99
Mousehouse	1.99
Mousemat	1.99
Joystick Extension Cable	6.99
Joystick Y Splitter	4.99
Logic 3 Delta Ray Autofire JY156	10.99
Logic 3 Quatro GT Autofire JT155	10.99
Logic 3 Quatro JT154	8.99
Quickjoy Hyperpad	8.99
Quickjoy Jetfighter	11.99
Quickjoy Pedals	13.99
Quickjoy Topstar	17.99
Quickjoy II Turbo	10.99
Saitek Megagrip 2 Autofire MX220	10.99
Screenbeat 3 Speakers SB203	12.99
Screenbeat 4 Speakers SB204	11.99
Screenbeat 5 Speakers SB205	11.99
Screenbeat Pro 50 Speakers SB250	32.99
Screenbeat RCA Adapter Cable	1.99
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Suncom Tac 2	7.99
SX-1 CD32	**189.99**
Wico Q Stick	4.99

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10	5.99	6.99	3.99	5.99	3.50	4.99
20	11.50	13.50	7.50	11.50	6.50	9.50
50	27.50	32.50	17.50	27.50	16.25	22.50
100	52.50	62.50	32.50	52.50	29.99	42.50

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B002 Business Card Maker	1.25
B003 Database Master	1.25
B004 Ami Cash	1.25
B005 Amibase Prof	1.25
B006 600 Business Letters	1.25
B007 Text Engine	1.25
B008 PC Task	1.25
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B010 QED	1.25
B011 A-graph	1.25
B012 Text Plus VERSION 4	1.25
B013 Analytic ALC	2.50
B014 Cheque Book Account	1.25
B015 Stock Analyst	1.25
B016 Little Office	1.25
B017 Budgets V1.34	1.25

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Item	Price
E001 Education 1	1.25
E002 The Bible (4 Disks)	4.99
E003 World Databank	1.25
E004 GCSE Maths	1.25
E005 Astronomy	1.25
E006 Total Concepts	1.25
E007 Bank Talk	1.25
E008 Dunks DTP	1.25
E009 Colour The Alphabet	1.25
E010 The Highway Code	1.25
E011 Junior Maths	1.25
E012 Electronic Train Set (1 MEG)	1.25
E013 Learn & PLay 1	1.25
E014 Learn & Play 2	1.25
E015 Treasure Hunt	1.25
E016 Wraithed One	1.25
E017 Story Land 2	1.25
E018 Wotitsname	1.25
E019 Speak & Spell	1.25

CREATIVE

Item	Price
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C003 Super Fonts	1.25
C004 Mobed	1.25
C005 Deluxe Paint Tutor	1.25
C006 Shadow Demo Maker	1.25
C007 Clip Art	1.25
C008 ABC Adventure Creator	1.25
C009 Lllinois Labels	1.25
C010 Audio Animation Studio	1.25
C011 Word Power	1.25
C012 Font Farm	1.25
C013 Wine Maker	1.25
C014 Assassins	1.25
C015 Print Studio	1.25
C016 Garden Designer	1.25
C017 X Beat	1.25

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Item	Price
U003 The Workshop	1.
U006 Address Book	1.
U008 Asteroid	1.
U010 Autograph	1.
U013 The Right Way	1.
U014 Panasonic Printer Driver	1.
U015 H.P. Printer Driver	1.
U016 Seikosha Printer Driver	1.
U017 Cannon & Citizen Printer Driver	1.
U018 H.P. 550c Printer Driver	1.
U019 Imploder V4.00	1.
U020 Bad Format	1.
U021 Amiga Beginers Guilde	1.
U022 Better Bench V1.2	1.
U023 De-grader 500 600 1200	1.
U024 Extermin-8 Virus Killer	1.
U025 Engineers Kit (1220 only)	1.
U027 Fake Memory for a 1200	1.
U028 Action Replay For The 600	1.
U029 Amiga Tutorial	1.
U030 A.C.E.S Database	1.
U031 Abases v1.33	1.
U035 Text Plus v4.00	1.
U037 Ultimate Cheats And Solutions	1.
U038 Number Pad For 600	1.
U039 Calorie Base	1.
U040 J R Comm	1.
U041 Race Raptor	1.
U042 Pools Pools V2	1.
U043 Training Log	1.
U044 Mastie Niblick	1.
U045 D-Solve	1.
U046 Lockpic v2.0	1.
U047 Relo Kick v1.4	1.
U048 Procad Electroid	1.
U049 Dividends Winner	1.
U050 Odds On	1.
U051 Power Copier	1.
U052 Essential Virus Killer	1.
U053 Soccer League	1.

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D002 Iron Maiden Slideshow	1.2
D003 Good Morning Vetnam	1.2
D004 Creep show	1.2
D005 Fracion horror show	1.2
D006 Total Recall Slideshow	1.2
D007 Evil Dead (1 meg)	1.2
D008 Batman Cartoon	1.2
D009 Robocop	1.2
D010 Viz Slideshow	1.2
D011 Not The 9 Oclock News	1.2
D012 Raider Of The Lost Ark	1.2
D013 Predator Demo	1.2
D014 Safe Sex	1.2
D015 Stealthy 2 (1 meg)	1.2
D016 Jimi Hendrix Slideshow	1.2
D018 Holsten Pils	1.2
D019 Popeye Meets The Beach Boys	1.2
D020 Star Trek Animations	1.2
D021 Moonwalker Demo	1.2
D022 Mike Tyson (1 meg)	1.2
D024 Terminator	1.2
D025 Aliens Demo	1.2
D026 Life Of Brain	1.2
D027 The Garfield Slideshow	1.2
D028 Teenage Turtles Slideshow	1.2
D029 WWF Slideshow	1.2
D030 The Gathering GFX	1.2
D041 Enterprise leaving Dock	1.2
D042 Girls of Sport	1.2
D043 The Run (1 meg)	1.2
D044 Star Trek Animations	2.5
D045 Jesus On E's	1.2
D046 How To Skin A Cat	1.2
D047 Calendar Girls	1.2
D048 Rave Vision	1.2
D049 Techno Warrior	1.2
D050 Jesus Loves Acid	1.2
D051 House Samples	1.2
D052 Rave Length	1.2

MUSIC

Item	Price
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G018 The Fun House	1.25
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G028 Tetren	1.25
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G044 Quiz Master & Editor	1.25
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G046 Tank Attack	1.25
G047 White Knight	1.25
G048 Wibble World Giddy	1.25
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G055 Wizars Wars	1.25
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SIMULATIONS

Item	Price
SM001 5 Simulation Games (not 1200)	1.25
SM002 Return To Earth	1.25
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SM007 Roulette	1.25
SM008 Act Of War	1.25
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SM010 Strategic Games	1.25

Points of View

Slow and Steady Looses the Race

"We will sell no wine before its time." "A watched kettle never boils." "Don't put the cart before the horse." Any of these cliches that could describe the current state of Amiga affairs says Jason Compton from across the Atlantic.

Amiga Technologies, just as their parent Escom did before them for months before the Commodore auction, is playing the Amiga hand very close to their vest. With the exception of the May 30th press conference with less than one hundred attendees, and a brief flurry of broad-languaged press releases in the first three weeks after the auction, the word has been "Wait and see" from the new owners.

I understand their reluctance to blurt out wild promises. After all, they're getting the baggage of Commodore, a house very much in disarray. They're being screamed at left and right, to make this decision and that, to develop this technology and that, and above all not to screw up like Commodore did. But so far, very few decisions have been made. The most essential, restarting production of the 4000T and 1200, has been made, and the small staff of engineers in the US are scrambling to do just that. So, we know where we are. But we don't know where we're going. No solid decisions have been made on a future technology direction. No marketing plans have been launched. In fact, even the largely touted 030 upgrade for the A1200 is still a cloudy issue, as Jeff Frank, head of engineering for Amiga Technologies, has gone on record as saying that the first A1200s built will be bog standard.

It's all timing

Amiga Technologies has its reasons. Repeatedly, the response to requests for more information is the same. "We need time." Whatever time I have to give is theirs. I don't expect them to have the cure-all machine tomorrow morning. But while they work, the world needs to know what they are working on. They almost had the idea at their Frankfurt press conference. But by the admission of Gilles Bourdin, PR/Marketing director for Amiga Technologies, the conference was too hurried, resulting in the relatively low turnout. Some visionary ideas for marketing were shared, but have not been acted upon. No new licensees have been announced since Viscorp, a US-based set-top box company, surfaced in May.

This has all added up to low visibility for Amiga Technologies. We need an event. Something that will grab not only the attention of Amiga users worldwide, but will make the computer market as a whole pause and take notice.

However, what was gobsmacking yesterday is old news today. But Amiga Technologies has, in a way, addressed this problem by coming up with a new box to put the Amiga 4000T in. But once you get past the frosting, it's still the same cake-and that cake will only last so long.

Make a choice

The answer is simple. Build a team that can evaluate the state of the Amiga's technology. Then make a choice: Either develop Commodore's AAA chipset, Commodore's 3DRISC chip, both, or neither. Of course, with a projected staff of fifty people, including secretaries, administrators, certification engineers and tea boys, there's only so much space for engineers. Every time this is pointed out to an Amiga Technologies representative, the response is the same -"strategic partnerships." Fine, let's see some-more than just getting a Scala rep on stage for you to say how great the Amiga is. Fly some engineers out to Germany as consultants. Has Amiga Technologies addressed this issue? Sort of.

Recently, a third-party developers meeting was sponsored by Escom and Amiga Technologies, bringing some of the big-name German companies in for a chat, among them: MacroSystem of DraCo, Retina, and V-Lab Motion fame, Phase5, the makers of the CyberStorm, CyberVision, and Blizzard, and Village Tronic, known for their Picasso II graphics card and as the publishers of Amiga OS 3.1. The outcome of this meeting has not been disclosed yet, but I have been told by a Phase5 employee that the meeting was "largely for Manfred Schmitt [President/CEO/majority owner of Escom]'s benefit to see who has vision." An admirable cause. But when do these visionary companies get a developer support team or an online developer support network in Amiga Technologies?



Do it now

When will Amiga Technologies hold its first Amiga convention? Surely, David Pleasance and Colin Proudfoot could offer some tips. Alex Amor's plan for a United States Amiga show has been received by Amiga Technologies, but has not been committed to. And Amiga Technologies has already declined to attend the two North American Amiga shows that were held this summer. Too many question marks make for an uncomfortable situation. Amiga Technologies needs to prioritise the answers to these questions and whatever they do, they had better start doing it. Do it now, and do it right. ■

Jason Compton is Editor in Chief of the American based Amiga Report magazine.



▲ The new Amiga Technologies logo.

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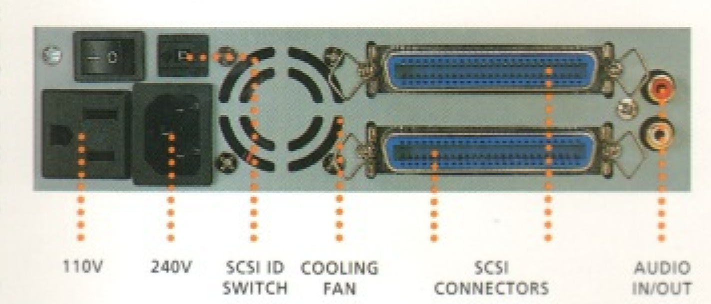
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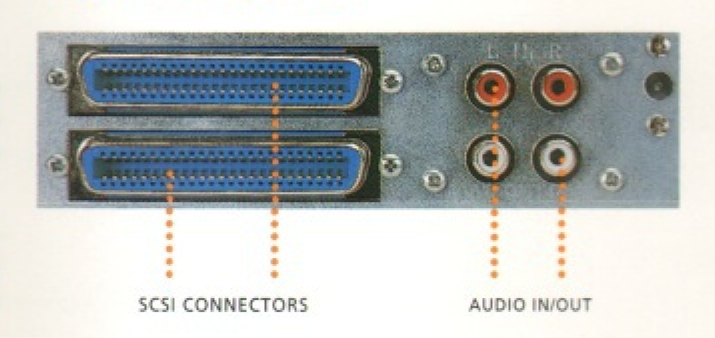
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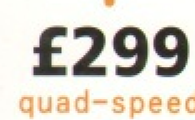


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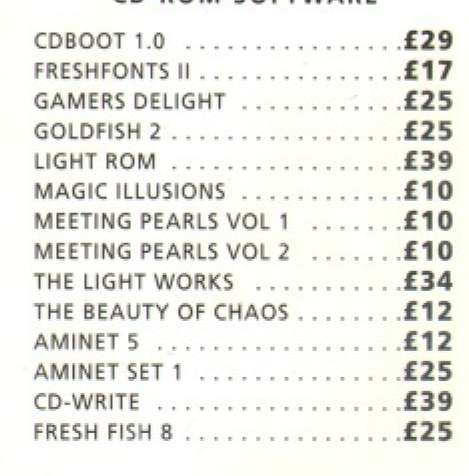


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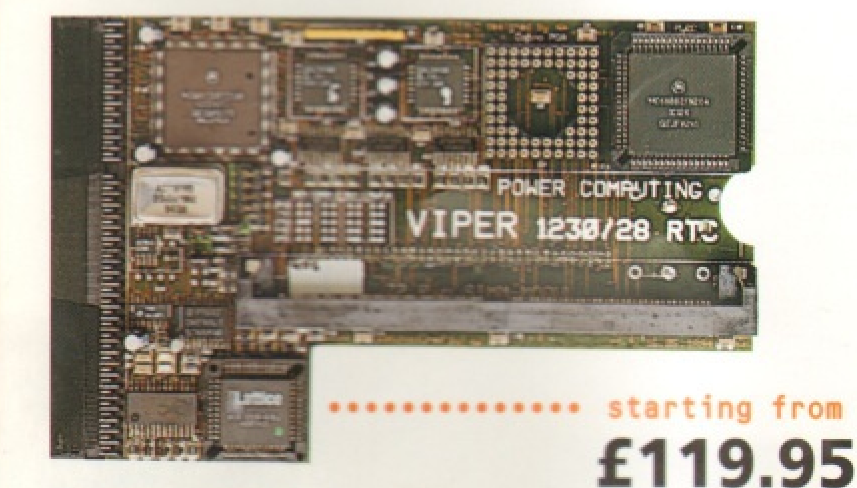


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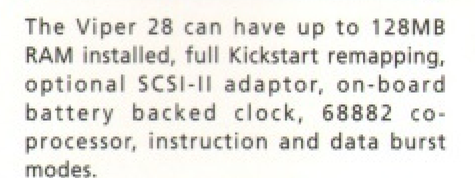
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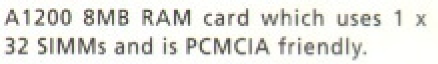
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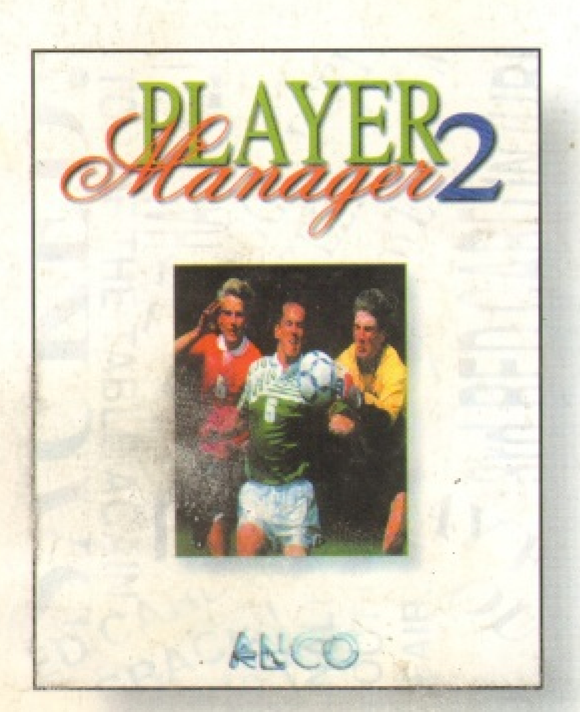


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